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No. **5**

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PREVIEWS #1



WIZARD

VOL. 1 NUMBER 5
JANUARY 1992



ABOUT OUR COVER

Flying around in space without any clothes on certainly can get chilly, so we donated a Wizard robe to our buddy the Silver Surfer. The Surfer can be found in the pages of his own monthly title, and popping up all over the Marvel Universe.



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From The Publisher

WELCOME TO THE WORLD OF WIZARD#5



Hey, what's up! I just got back from sunny Seattle, Washington. I tell ya, it's a nice change of pace from New York. I went to go visit Todd McFarlane and Rob Liefeld, as you can see I think they really like me.

I also found one of the Zaretskys and he had a couple of corporate box seats to Van Halen. Needless to say it was a great concert.

I hope you enjoy the Simonsons interview. We had some fun with it. We spent the afternoon with Walt and Louise, and I must admit, they're very nice and down to earth. We took some great pictures. It was funny to see their comic collection. It was arranged in a bookshelf, like the comics were in a library. It was just a weird way of looking at comics (not in bags or boxes).

The Spider-Man movie is finally a go-er, James Cameron and I.L.M. will bring the web slinger to life sometime in '93. I've already sent in my resume to play Peter Parker. I won't accept the part unless I know who's playing Mary Jane.

Now back to the Wizard Headquarters to hang up all my new Toy Biz figures that I stole from Brian Cunningham. Heh! Heh!

Truly Yours

Garb Shamus
Publisher

P.S.- Have a great holiday season!

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THE SILVER SURFER

A HISTORY by Patrick McCallum

"Arise puny creature, for no longer are you the mortal Norrin Radd of Zenn-La, but the herald of mighty Galactus. Behold, the Silver Surfer!"

And with those words, one of the most enduring characters in comics today was born. But before he was the Surfer, young Norrin Radd led a troubled life on the small world of Zenn-La. The Zenn-Lavians were a scientifically advanced race; perhaps too advanced. Everything was done for them by machine. Creativity, individuality and even the zest for life was slowly fading. Norrin was aware of this and hated it, but went along with society anyway.

Instead of fighting the system he knew to be so wrong, he simply buried himself in his work, not even giving his would-be lover, Shalla-Bal, any of his attention. And so it went for years, Norrin spurning Shalla's love, living under the shadow of his father, Jartran Radd, one of the world's leading scientists, and overall dissatisfied with his life on Zenn-La. Then things got worse. His father, high in the public eye, was accused of stealing someone else's scientific work. When Norrin confronted his father with this, Jartran tried to cover up with lies and explanations, but Norrin saw through it all. Shocked and disgusted with the man he had so long admired, the heartbroken Norrin simply turned and walked away from his father. This would be the last time they ever saw each other. Feeling totally alone with even his only son turned against him, the widowed scientist took the only way out: he took his own life.

When news of this reached Norrin, it further crushed his spirit. Everything he was longed to be free of this cursed world, yet the restrictions of his world and those he had placed upon himself kept him in check. Could anything set Norrin's tortured soul free? The answer came in the form of the planet-devouring entity known as Galactus: a being feared throughout the universe. He



arrival signalled the end of all life on Zenn-La, or should have, if not for the intervention of Norrin Radd.

As Galactus approached the planet, Norrin boarded a space craft and confronted the giant, stating that he would gladly give up his freedom and would act as Galactus's herald, in exchange for not destroying Zenn-La. The deal was struck, and the tormented young man was cosmically transformed into the Silver Surfer, and was finally free of all his problems. Or so he thought.

As Galactus's new herald, the Surfer brought the ravager of worlds to hundreds of planets, all teeming with life, so Galactus might feed. This went on for years until the Surfer brought Galactus to Earth, where they came into conflict with the Fantastic Four.

After a pitched battle, the FF defeated the Surfer, only in turn, to be defeated by Galactus. Then, while Galactus prepared to drain the Earth of her life forces, Alicia Masters, one time girl-friend of the Thing (Ben Grimm), confronted the Surfer.

Due to her blindness, she didn't withdraw from his alien appearance, but instead comforted him, feeling the great heartache and sorrow in his voice. Being treated in this way awakened his soul, and he turned on his former master. With the aid of the Fantastic Four and the Watcher, Galactus was driven off.

In parting, the angered Galactus sought revenge upon his traitorous herald and placed an invisible barrier around the Earth, trapping the Surfer here. So now that the Surfer's soul was finally freed, he was imprisoned on a planet which



feared and hated him. Years passed, during which the Surfer was plagued by such menaces as the mysterious Stranger, the demon lord Mephisto and the cunning Dr. Doom, who even managed to steal the Surfer's power for a time.

But amidst all the danger, the Surfer also made some friends. He teamed with Dr. Strange, the Hulk and The Sub-Mariner and fought as one of the Defenders. He allied himself with the Mighty Thor and the Avengers and, of course, he stayed very close with the Fantastic Four.

Even though he had made these friends that he cared so much about, the Surfer longed to be

free and to ride the spaceways once more. And finally, thanks to Reed Richards of the Fantastic Four, the Surfer got his wish. Using some high tech gadgets and good ol' brainpower, the barrier was breached and the Surfer was free to roam the cosmos once again.

Since then, he has made his peace with his former master, Galactus, was re-united with his first love, Shalla-Bal, and has confronted and triumphed over such antagonists as Ego the living planet, the mad god Thanos and the inner demons which had so long plagued his soul. And through it all, the Surfer has continued to shine as one of Marvel's brightest stars! ○



— THE END —

SILVER GAUNTLETS

By Michael Berry

AN INTERVIEW

WIZARD: You got your start in comics by working on such independent titles as *Badger* and *Hero Alliance*. How did you make the transition to working for Marvel?

RON LIM: I was sending samples into Marvel all the time anyway, but at the first WonderCon in Oakland, Tom DeFalco made his first public appearance as editor-in-chief. He and (executive editor) Mark Gruenwald were looking at samples, so on the last day, I decided to show mine. They looked through my portfolio and hired me on the spot. It was really pretty cool.

WIZARD: Who would you say were the biggest influences on your development as an artist?

LIM: John Byrne, George Perez and Neal Adams, I guess. Those people were the ones whose work I looked at most when I was growing up.

WIZARD: What comics do you read now?

LIM: I don't read as much as I used to. I like a lot of independent stuff. At Marvel, *X-Factor* is pretty cool. I like what Peter David's doing with that. *Alien Legion*, I like quite a bit.

WIZARD: Getting down to your own series, what's on the horizon for the *Silver Surfer*?

LIM: After *The Infinity Gauntlet* crossovers, we're developing new story lines and bringing in a bunch of new characters for the first time in quite a while. The new writer, Ron Frenz, is much more open, so I can co-plot with him sometimes. Well, not co-plot, but give him story ideas.

The new stories will start with issue #61, the first of a two-parter featuring a group of mercenaries called the Collection Agency.

WIZARD: You've been penciling *Silver Surfer* for three years or so. Has your approach to the character changed during that time?

LIM: Visually, I've made him a little bulkier, more muscular. But he's pretty much the same as ever, shiny and real gleomy. I try to make him a little more regal than I used to. Before he was thinner and sometimes looked gawky.

WIZARD: You also had a successful run on *Captain America*. Why aren't you drawing that anymore?

LIM: I stopped penciling *Captain America* temporarily because of the bi-weekly issues of *Surfer*. Then, when I took over *Infinity Gauntlet* from Perez, I had to drop it completely for a while. I plan on going back to *Captain America* after I finish some future projects.

WIZARD: Did you enjoy penciling *Infinity Gauntlet*?

LIM: It was quite a bit of fun finishing up *Infinity Gauntlet* and then sweeping into next year's big crossover project. At first they told me not to say anything about it, but then all of a sudden, somebody leaked it into the fan press and now it's all over the place. It's called *Infinity War*, and Jim Starlin will be writing it. I'll be penciling it. They haven't picked an inker yet.

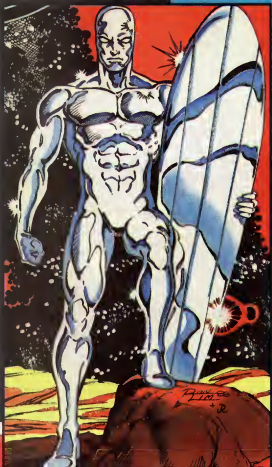
Infinity War will be another set of six 40-pagers. I think it'll be even more interesting than *Gauntlet*, because it has a lot of characters that weren't allowed into that series. It seems as if everyone in the Marvel Universe is going to be in *Infinity War*.

WIZARD: Did you ever get stressed out, keeping up with *Surfer* and tackling a project with the scope of *Infinity Gauntlet*?

LIM: Not really. Deadlines don't bother me too much. As long as I know when one is, I can usually make it pretty easy. *Gauntlet* was probably the tightest one, because when I took it over it was already so far behind schedule. It was a matter of playing catch-up and then trying to pull ahead. But it worked out pretty well.



WITH RON LIM





I'd rather let the people who know what they're doing do the writing.

WIZARD: What kind of work schedule do you keep?

LM: It's usually five or six days a week, eight hours a day. It's like a normal job, except when deadlines get really crunched. Then I may have to do a seven-day week. I usually can do two pages a day. That's my minimum, so I don't fall behind schedule.

WIZARD: What's the most challenging book you've ever worked on?

LM: Probably Gauntlet. I'd never worked on a project

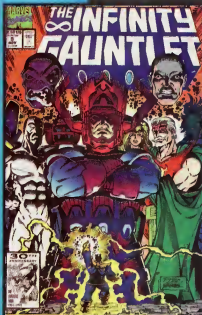
with so many characters in it at once. Also, taking over from Perez was kind of nerve-wrecking at first. But that's the only thing that's been really strenuous lately.

WIZARD: Which examples of your work do you feel are the most successful?

LM: I'm really happy with *Infinity Gauntlet*. I guess that and *The Thanos Quest* are my two favorite works. With *Thanos Quest*, everything meshed together really well, the inks, the printing, the four-color work. *Gauntlet* was more open, so it was fun to work on, design-wise. Having so many characters to draw was fun, and it made me more enthusiastic about the series.

WIZARD: Do you still attend cons often?

LM: I don't do a lot of shows, because I'm usually so busy. But this year I've gone to more than in recent years. I like getting feedback from fans about story lines. It helps when I talk to the writer



about new ideas. Every once in a while I get overwhelmed at a con, but mostly it's pretty fun.

WIZARD: A lot of artists these days are turning their hands to scripting. Do you have any plans to follow suit?

UM: Maybe at some point in the way, for future. Right now I'd rather just pencil and let the people who know what they're doing do the writing. I don't want to go out there as an amateur and have the project be real cheesy or something. As long as I have some input on the stories, I'm pretty happy. As long as the stories aren't boring, of course.

WIZARD: If you had your choice, which characters would you most like to draw?

UM: My favorite characters are the Fantastic Four, but I've only worked on them in small projects, an issue or two of *What If?* and some guest appearances. Someday I hope to work on that book regularly.



"VISUALLY, I'VE MADE THE SURFER A LITTLE BULKIER, MORE MUSCULAR. I TRY TO MAKE HIM A LITTLE MORE REGAL THAN I USED TO."

WIZARD: Take a look five years down the road. Where do you hope to be by then?

UM: I want to be doing comics still. By then, hopefully, I'll be penciling and inking whole projects. Maybe writing, too. I'll have to think about that for a while. Just as long as I don't wind up living in the street.

WIZARD: One final question, because the world demands to know. Where does the Silver Surfer keep his private parts?

UM: In his pocket. I don't know!

I was talking with a friend the other day about how many times Galactus has come down to Earth, threatening to devour our swell lil' planet (on one sitting, no less). Neither of us could really remember an exact number, but we figure it's got to be somewhere near 20 or so. (If you actually know the figure, don't send it in. I like my generalized figure much better.) Of course, every single time, without failing, the Fantastic Four (usually with help from the Silver Surfer) manage to stop him with the Ultimate Nullifier or some other suitably nebulous weapon. And Galactus, being an Omnipotent Entity faaaaar above such petty things as, oh say *revenge*, imprisons the Surfer on the Earth for *all time*. This got me thinkin' a bit, so's I ruminated a

while, and I came to these conclusions.

Galactus is a spoiled little rich kid, who could not possibly support his own great mass, let alone that *huge* suit of armor. I mean, the guy's like 40 stories tall, which would mean

**HUNGRY
HUMOR
by
STEVE
BEHLING**

he'd have to weigh considerably more than Raymond Burr (though not much). So: #1, Gravitationally speaking, how could he support his own weight, and #2, wouldn't the armor just get too damn heavy? Excuse me while I go look up some vital info.

Thanks for waiting. I dug up my dee-lux copy of the *Official Handbook to the Marvel Universe*, and I'm presently looking at the "Galactus" entry. I stand corrected that the big guy is *not* 40 stories tall (he's really only 28 feet, 9 inches), and weighing in as he does at 18.2 tons, he is slightly lighter than Mr. Burr.

Oh well. Anyway, if I may quote freely here, courtesy Messrs. Mark Gruenwald, Peter Sanderson, and Elliot Brown:

"Galactus wears a full-body suit of armor constructed of an unknown extraterrestrial metal..."

Pretty convenient! I suppose if it's an "unknown" metal, it might not be as heavy as one might think. But darn it all, it'd still be a pain to lug that stuff around.

All I have to add to this is that it's a good thing Galactus is just a character in a comic book: If he *were* real, the laws of physics would apply to him, and then he'd be sorry: Of course, having escaped college without having so much as glimpsed a science course, I don't know exactly which laws of physics it is he'd be breaking, though I suspect any being weighing in at 18.2 tons and standing 28 feet 9 inches would so find out. All of which brings us back to the central idea of this wonderfully woven bit of detritus, which is: If Galactus

YOUR OWN COLUMN

As such a God-like being, if he's been around for century on top of century, then why does he insist on parading his petty emotions like a cheap suit?

There are no easy answers to this question. Certainly few clues can be garnered in any of the comics in which he has appeared. He usually acts all high and mighty and above everything, but, oh, wait 'til somebody upsets one of his little schemes. Geez, you'd think being alive for several million years would give you a broader perspective on things.

Checking the ol' watch, I see I'm out of time for today. It's been fun, kids. I hope this has all been food for thought, and that you dredge all the fun and fantasy from comics in an effort to make them as *realistic* as possible. Yay! And for those of you who feel I've merely pushed some worlds around without really saying anything important—you're absolutely right, but it's my article, so nyah nyah. Maybe I'll go back to college now.





X-FACTORING the DAVID EQUATION

A CALCULATED INTERVIEW by PATRICK DANIEL O'NEIL

"People who enjoy my work have said to me, on numerous occasions, 'Gee, we think it would be really great if you did a mutant book,' as if it's my choice," Peter David notes. "Fans seem to have the impression that I can just go waltzing into an editor's office and say, 'I'm of a mind to do a mutant book. Assign me one.' There are people who can do that...but I'm not one of them. Generally, you have to be able to draw," he laughs.

"So, it was a very pleasant surprise when Bob Harras approached me about taking on *X-Factor*. At last, those people who had been saying, 'Why don't you take on a mutant book? We'd love to see what you would do it,' are finally getting what they would like."

But David says there's more to it than just pleasing his fans. This is a terrific opportunity for him, as well. "By the same token, purely on the basis of career advancement, the books that focus on the mutant characters are the ones that get the greatest attention from the fan base," he points out. "*X-Men*, *X-Factor*, these are the ones that people don't miss, because they feel that's where the heart and soul, the real action of the Marvel Universe is. Whereas there are still plenty of people who don't know me from a hole in the wall because they don't read *Hulk*, they will now gain some familiarity with my work through *X-Factor*. So, I look forward to the chance to expand my audience base as it were."

The cast of the revised *X-Factor* is somewhat eclectic: Havok, Polaris, Guido, Wolfsbane, Multiple Man, and Quicksilver — with the government's Val Cooper as a liaison. Sounds like a tough group to make work — was this cast

David's choice? Not exactly, he explains.

"These people were handed to me. It was not so much a matter of 'OK — you're going to write *X-Factor* and here's who you're going to have, whether you like it or not,' as it was 'Would you be interested in writing *X-Factor* with these characters?' That's a bit of a difference," David says. "The way you put it, it sounds like, 'You wanna write *X-Factor*?' 'Sure, great.' 'By the way, it's none of the characters you want.'"

"Originally, Legion was going to be in the group, and we had a slight problem," he admits. "I was extremely uncomfortable with the thought of Legion in the group simply because Legion is a story in and of himself...and comfortably working him into a group in some way that wasn't utterly contrived was something I had a great deal of difficulty with. I don't mind building a story around him, but working him into a group — you're really asking for a bit much from the reader. Believing that a group of people will come together to form a team is enough of a suspension of disbelief... 'Oh, by the way, one of them is so nuts he shouldn't be setting foot off Muir Island'...that's asking the reader to bend so far he will break."

The problem was solved when editor Bob Harras realized that Legion would be gone by the time the new version of the book started. "As if we were on the same wavelength, about a month or so later, Harras asked me, 'Are you really set on having Legion in the group?'"

"Am I set on it? I'd rather not have him in the group."

"And Bob said, 'Good, you don't have to have him.'"



**"I told Len Wein
"In the event
you do a Little
Mermaid comic,
I now have
dibs on it . . . if
you get anyone
else, I'll break
both your legs."**

"It was niggling in the back of both of our minds that, somehow, he just didn't fit at this point."

That left a whole in the cast, however, one David was fast able to fill (no pun intended). "I was very pleased when I was told that I could use Quicksilver. With a group, you generally want a character who will be a sore point, someone who can stir things up," he says.

"Of all the characters in either the Marvel or DC universe who are arrogant, I can think of exactly two who have a right to be—one is Namor, the other is Quicksilver. And perhaps Quicksilver has more reason to be than Namor."

David says Pietro feels as though he lives in a world of incompetents.

"Think about this way: Have you ever gone into a post office, stood on line, and the postal clerk was incompetent? Or gone to McDonald's, and the people don't understand the words 'Big Mac'? What is your

general feeling in those situations? You generally feel impatient. You feel irritated. Have you ever stood in the post office behind a woman with 20 packages who wants to know every single way she can send them to Africa? It drives you nuts! You think to yourself, 'Why do I have to put up with this? These people are so slow, they're costing me time, and it's so damned irritating. I wish I didn't have to put up with this.' Now—imagine that the *entire* world was like that...except for you.

"To Quicksilver, just having a conversation is irritating. My feeling is, if this guy can move

really fast, then he can move really fast. I'm not dealing with superspeed on a physical level, which is what everyone always seems to focus on—what Mark Gruenwald did so well with *D.P.* 7 or what they're doing more now in *Flash*. I'm dealing with accelerated speed from the mental aspect; to Quicksilver, as he said in an issue of *Amazing Spider-Man* many, many moons ago, the rest of the world



how
to use
a cash
machine.

The new X-Factor are government employees...an attempt by the Feds to use mutants as a positive force in the world.

"They are a strike force, in the same way that Delta Force is. They're the government's answer to the X-Men," David notes. "If there's a specific situation in which it's appropriate to use a government strike force, they send in X-Factor."

is moving in slow motion. That must really, really get on your nerves.

"Quicksilver lives in a world filled with people who don't know how to use cash machines, and want to know all the ways to send packages to Africa, and can never get your order right in a

Burger King unless you repeat it several times. That would tend to make you feel very superior to everyone and very impatient with everyone.

He has just as much right to feel that way as you and I do to feel irritated by people who don't know

They are salaried; they don't all live in some great big headquarters, like the Avengers or the Fantastic Four. The various members of X-Factor, just like the various members of the FBI or CIA have their own homes they go to at night; they have social lives outside of the group. To them, it's not just an adventure — it's a job."

"That's not a bad tag line, now that I think of it."

As for where X-Factor is going in the next few months, David admits that he's still somewhat uncertain. "Basically, I'm feeling my way. This is the first time in years that I've started on a book. I've been writing *Hulk* for five years; even when I just started writing *Star Trek*, that was a snap — I just had to step into characters I'd known for two decades. This is the first time in ages I'm starting fresh on a book, which is always a really scary experience.

"When I come on a book, my attitude is not to come in with a bunch of large-scale plots: Kree-Skrull wars, time-travel, tying up outstanding plotlines that have been hanging around for 15 years. I feel there's nothing unique to the book if you come up with a generic plot and just plug in these characters. I try to get a feeling for the characters and work from within, try to develop stories that would be the most interesting and involving for these characters. As a result, I have a storyline developing from Jamie Madrox having his bodies killed off; or dealing with things that affect Quicksilver's speed; and Wolfsbane's fascination and devotion to Havok and how that affects Havok's relationship with Lorna. That's where I find the meat of the story to start



with.
A n
other new
title that
David is now
writing is
Disney's *The Little Mermaid*. He says he
got the assignment by
threatening physical
violence on then —
Disney editor Len Wein.

"At last year's San Diego Con, I
was talking to Len Wein about
Disney Comics and I asked if they
would be doing a *Little Mermaid*
comic," David recalls. "I enjoyed the
movie, I felt an affinity for the character
— and having just come off *Atlantis
Chronicles*, I felt I had my feet wet, so to
speak. Len said they didn't have one
planned, but it might come up in the
future. I asked if anyone had dibs on
writing it and he said no. I said, 'In
the event you do a *Little Mermaid*
comic, I now have dibs on it —
and if you get anyone else to
write it, I'll break both your
legs.' Len said he'd keep
that in mind.

"Some months later,
I got a call from
David Seidman.
He said Len

Wein
told
him I had
expressed
interest in
writing a *Little
Mermaid*
comic...and I said,

'I didn't express inter-
est, I threatened him
with physical harm if
anyone else got to write
it'...and repeated my threat.

Dave, slightly intimidated,
said, 'We're doing the book and
I'm editing it.' 'In that case, the
same threat applies to you,' I said.
'Fine,' he replied. 'Would you like to
write *The Little Mermaid*?' I said yes and
here we are."

The three-issue mini-series (originally
planned as an ongoing series, before
Disney's announcement that it was
canceling all non-reprint titles) will
act as a prequel to the hit movie,
covering Ariel's life among the
merfolk before she met Prince
Erik. David says it almost
had to be done that way.

"The decision by
Disney was to
have the comic
book be a

**"Quick-
silver lives
in a world
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very superior to everyone!"**

prequel...because in any sequel, Ariel wouldn't be a mermaid, anymore. It means we don't get to follow-up on her life with Erik, but we do get to use Ursula and the extensive supporting cast below the waves," he notes. "I have the whole merpeople society...and I have still—to my astonishment—been able to work in appearances by Erik and Grimsby and the castle folk."

And where will *The Little Mermaid* swim to after the three-issues? "If the book sells well enough—meaning absolutely spectacularly—there may be either a second mini-series or it could be an ongoing series," David replies.

As a writer, David has made no secret of the fact that he thinks the current trend toward artist/writers—creators who start out as artists and, on the strength of great popularity of their art are given plum writing assignments—is a dangerous trend.

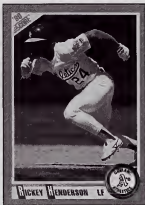
"I find it to some degree alarming—and not from the point of view of the freelancers—that a publishing corporation is blind enough to make a decision that says 'writing doesn't matter.' Essentially that says only the artwork matters and a book will sell whether it's well written or poorly written," he explains. "I'm alarmed by the fans' total willingness to buy a bad story because it looks real pretty. I'm not disappointed in the creators who move into new fields—people should always try to stretch and do things they haven't before.

"Artists don't seem to want to stretch by attempting new things artwise—a handful do. When they want to expand their horizons, they look toward writing. I can't blame them for that. What's annoying is the blind acceptance of the situation by the companies; the attitude that they don't care.

"If a major writer with a proven track record walked into Tom deFalco's office and said, 'I want to write and draw Spider-Man,' Tom would ask for art samples. I think it would be really nice if that same concern were given to artists who want to write for the first time," Peter David concludes. ●



"I'm alarmed by the fans' total willingness to buy a bad story because it looks real pretty."



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Andy Mangel's

Hollywood Heroes



Welcome to Wizard's newest column! Each Month in Hollywood Heroes I'll be focusing on the growing number of comic book projects coming from Hollywood. In

future columns, I'll review comic book/movie scripts or as-yet unreleased movies, spotlight an actor or writer, and give you updates from Hollywood on the latest projects forthcoming!

This month we'll take a look at what is supposedly the last in a series that began 25 years ago. Star Trek VI: The Undiscovered Country is reported to be the final outing for Captain Kirk and the familiar crew of the Enterprise. Due to hit theatres on December 13, 1991, Paramount has been close to the vest on the plot for the film. Still, I managed to get hold of a script for the film, and it reveals some interesting developments in the Star Trek mythos. Originally, Star Trek VI was to have been a prequel to the original TV series. The idea,

developed by ex-Trek producer Harve Bennett, found Kirk, Spock, and McCoy at Star Fleet Academy, and explored the early relationships to the later crew. David Loughery (who co-wrote Trek V) wrote the script with Bennett (who was to direct the new feature), an exploration of racial issues that also featured Kirk's first love and her tragic death.

Bennett left the Trek production when it was decided to bring back the original cast, whom the 60-year old man characterized at "the Over-The-Hill Gang." Nicholas Meyer was then brought in to direct the film, which he told the press was a love story for Spock. According to leaks, original plans called for Spock to marry the pregnant Saavik in the film, with a very young Picard making a cameo appearance at the end-of-the-movie wedding. However, given the dates of Meyer's original script (first draft 12/28/90), this was obviously calculated misinformation to a Trek-hungry press to throw them off the track. Actress Robin Curtis has not even been approached to reprise her Saavik role.

Trek VI began production in April, working from a script by Meyer and Denny Martin Flinn, from a story idea by Meyer and Leonard Nimoy.

**** SPOILER WARNING **** Do not read any further unless you want the plot of the film revealed.

The film opens as the U.S.S. Excelsior Captain Sulu (George Takei) and his crew are caught in the explosion of Praxis, a



HOLLYWOOD HEROES

Klingon moon and the Klingon's main energy source. Its destruction means the Klingon Empire will destabilize. For the future of the Federation and Star Fleet, an alliance between the long-time adversaries must be reached. Thus we find that, a short time before their retirement, the *Enterprise* crew is brought into the thick of things by Spock, who has helped negotiate a peace treaty with the Klingons and their ambassador, Chancellor Gorkon (David Warner). Kirk, hurting from the death of his son, is understandably nervous about things. New on the bridge of the *Enterprise* is Lt. Valera, a new Vulcan officer played by Kim Cattrail.

After a tense initial meeting with the Klingons aboard the *Enterprise*, it appears that Kirk and the *Enterprise* have opened fire on the Klingon's ship, killing Gorkon and most of the crew. General Chang (Christopher Plummer), Brigadier Kerla, and Gorkon's daughter, Azetbur (Rosanna DeSoto), arrest Kirk and McCoy for the murder of Gorkon and the others, and take them to

the Klingon home world for trial. There, though legally (?) represented by Colonel Worf (*Next Generation* star Michael Dorn, here playing his own great-grandfather), they are sentenced to life imprisonment on a Klingon mining planet, Rura Penthe Penal Colony, digging for dilithium crystals.

Kirk and McCoy find that life on the prison planet may not last long, even with the help of shape-changer Martia (supermodel Iman), who later helps them escape...they think. It's only through the help of Spock (now in command of the *Enterprise*) and Captain Sulu—and despite the treachery of Lt. Valera—that Kirk and McCoy barely make it off the prison planet alive. At the last moment, they must not only prove their innocence, but they must also stop the assassination of new Klingon Chancellor Azetbur and the Federation president (Kirkwood Smith)! It's then they discover that treachery high in both the Star Fleet ranks and among the Klingons, signals an



even earlier alliance between the two groups! After saving the universe again, the crew flies off to retirement, Kirk making his final log notation about the future...a future filled with hope for a "new generation" (see sidebar).

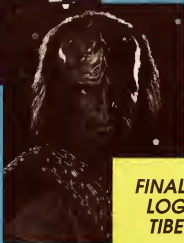
Star Trek VI has its good points and its bad points. While Nicholas Meyer delivered some of the best character moments in Star Trek II and IV (arguably the two best in the series), here some of the moments ring less true. Even Kirk's anger over his son's death would not blind him to the hope for intergalactic peace, as it does here too often. Most of the cast members are under-utilized (what's new?) except for the big three. A prototype Klingon Bird of Prey that can fire when "cloaked"

(invisible) is sprung on the viewers with little scientific information or background (I believe this technology is not apparent in the Next Generation series).

Star Trek fans will find The Undiscovered Country a pleasant send-off for the series, despite its faults. Meyer and Finn have hit most of the right buttons in this final outing, though the supporting Enterprise crew (and their fans) will once again have reason to grumble. The generous

amount of guest stars and references to past episodes/films will keep continually buffs happy.

But is Star Trek VI the best ending to the 25-year mission? Explore The Undiscovered Country for yourself on December 13 and find out the answer.



FINAL CAPTAIN'S LOG of JAMES TIBERIUS KIRK:

"Captain's log, U.S.S. Enterprise, Stardate 8769.24. This is the final cruise of the Starship Enterprise under my command. This ship and her history will shortly become the care of a new generation. To them and their posterity will we commit our future. They will continue the voyages we have begun and journey to all the undiscovered countries, boldly going where no man...where no one has gone before."

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MAN OF ART

WIZARD: Weezy, you're working on *Man of Steel*?

LOUISE SIMONSON: That's right.

WIZARD: That's your regular assignment. And you said there was something on *Power Pack*?

LOUISE: I'm also doing a *Power Pack* Christmas Special. I agreed to do it because June Brigman is going to draw it...it'll be just like the old days. We're doing some stuff that I think the *Power Pack* fans will be happy with.

WIZARD: Wait, do you have a regular assignment these days...or are you just bouncing around to whatever pleases you?

WALT SIMONSON: No, I'm just goofing off. My wife is working, she has a real job and I'm taking advantage of her. It's really terrible.

Actually, I have a ton of work in progress for three different companies. Some drawing, some writing. What I'm not doing is a regular monthly book. It's the first time in something like 16 years when I haven't had a regular monthly book for Marvel.

That's different. The emphasis in my work has changed — but I have a ton of work. Just ask my editors.

And it's all on time — except the *Superman* annual from 1989 that I'm still working on. That one's just a little late.

WIZARD: What is it like to have two comics creators living in the same household?

WALT: Really boring. [laughter]

There are fans out there who think this is the be-all and end-all of existence; it's not really.

LOUISE: They think we sit around and talk about who's stronger — the Hulk or Superman — all day long. But we don't.

WALT: Could the Hulk really break Captain America's shield? Well, jeez — I don't know.

I went into a comics shop once and that was the topic of conversation. I thought, "I'm working in this field? Maybe I should reconsider. Maybe

THE WIZARD'S PATRICK

THE
SIMONS

bookkeeping would be good."

It works fine, actually. It's worked well for us because it means we can speak the same language. Even if we're not working on the same project—which mostly we don't—you always have a sympathetic ear.

LOUISE: It also means that if one of us is facing a deadline, or running late, and is therefore late going on vacation or can't go out for dinner, the other one doesn't get angry or resentful. Which can happen in relationships where one person works in comics and the other thinks he's just a goof-off. (laughter)

Now, we know the other person's a goof-off, but that's okay— we're a goof-off too.

WIZARD: When, if ever, you question what you're doing— when you're not sure you have the right approach, do you ask the other for help?

LOUISE: Sure, I did that last night. I was working on a Superman plot and I thought something was wrong with it. In fact, what I thought was wrong was—but Walter was able to pinpoint exactly what the problem was and offer suggestions to fix it.

WALT: But I haven't read the final plot yet, so I have no idea if my kibbutzing was actually used.

LOUISE: It was.

WALT: I happen to think I'm living with one of

the best editors comics have ever had. She was a great editor; I'm married to her, so I'm biased, but she was a really good editor.

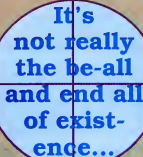
That's very useful to me as a writer, especially when I was just starting out. I got into comics as an artist; I'd been doing comics for about eight years before I started writing. Especially early on I wasn't sure about story structure and dialogue—but mostly structure: whether I was telling a story, how the characters related to each other, things like that. Living with an editor at that time was very useful to me

WOMAN OF WORDS



DANIEL O'NEIL CONDUCTS

ONS' INTERVIEW



It's
not really
the be-all
and end all
of exist-
ence...

professionally, because she could step back, look at stuff and give me suggestions.

I think, on balance, I've gotten more good suggestions from her than she's gotten from me over the years — but I've helped out some.

WIZARD: Do you find, as a writer or an editor, that having an artist in the house was a help when you had to deal with the art end of the business?

LOUISE: Usually. Occasionally, I'll get layouts from people that are just scribbles. They send the layouts first so I could write the dialogue while the pencils are finished.

I prefer working with artists who are extremely slow. [laughter] If you look over my entire career, I've worked with artists who are fast, but who don't do things until the last minute—

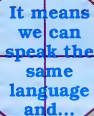
WALT: Which is the same as being slow.

LOUISE: The end result is that I'm always scripting at the deadline.

Sometimes, I look at something in a layout and I can't tell what it is and I can't get hold of the artist. Quite often, Walter is able to interpret the scribble more easily than I can. He'll say, "Why, that's a helicopter!"

And I'll say, "Why, you're right!"

WALT: "And it has a frammistat mounted on the side!"



It means
we can
speak the
same
language
and...

LOUISE: "Oh, I see that now!"

So, it can be very useful.

WALT: It has worked out extremely well...both personally and professionally.

LOUISE: When we write together, like on *Meltdown*, it's very easy.

One of us would write until his brain got tired, then the other would sit down, read what the first had written, fiddle with it, and then —

WALT: — start typing...

LOUISE: ...just writing until her brain got tired. It was a real nice way to work.

WALT: You wrote until you were out of ideas, 'til you were dry. Then the other person took over.

WIZARD: So writer's block never happened?

LOUISE: Yeah, no pressure. "Oh — they'll deal with it." [laughter]

WALT: The result is that, on *Meltdown* especially, it

would be really hard to go back and figure out what each of us had done. It was the work of one brain, in the end.

LOUISE: We each have half a brain.

WIZARD: Weezy —let me ask a few questions about Superman.

Do you think it is particularly significant that you are a woman writing about Superman?

LOUISE: I don't think it's significant; at first I thought it would give me a slightly different focus, but when I look at the focuses the other guys have, it's not all that different.

I'm very interested in the inter-personal stuff, but some of the other writers are, too. Roger Stern does that really well and Jerry Ordway does too. Dan

write a particular issue, do you ever feel that's restrictive? Do you ever say to yourself, "Oh, jeez, I have to do that this month? I'm really not up for that."

LOUISE: Sure, sometimes. Mostly, I can get up for it.

There was one, recently, where someone had written in (we're not sure who), "Jimmy becomes a cat burglar...."

So I called Mike and asked, "What is this about Jimmy and a cat burglar? It doesn't make sense—I could do it, but I don't get it."

And he said, "I think somebody wrote that in as a joke. Let me check with the other guys." And, sure enough, Jimmy does not become a cat burglar.

Sometimes, we can't squeeze in all the subplot we've written into the outline. I just talked to Roger Stern the other day and he said to me about a particular plotline, "I have so much going on in this story, I don't know how I'll fit that in." But if he doesn't do it, it can

always
re a
athetic
ar



Jurgens is generally more interested in the superhero action and the interaction between heroes, but every once in a while he does a perfectly lovely little human interest story — maybe once every four or five issues.

So, I'm not sure my being a woman makes all that much difference. I mean, I like the romance stuff, just on general principle — I'll throw that in whenever I can. I've got two major Superman kissing somebody covers. I was afraid they'd be out the same month; but luckily they're not.

WALT: I'd point out that neither cover was Weezy's idea.

LOUISE: But I'm very happy to be associated with them.

WIZARD: The writers and Mike Carlin, the editor, plan as much as two years worth of continuity for the four Superman books at a time. As you're sitting down to



get passed along to the next guy, who will squeeze it into his plot."

For the most part, though, we're able to work in everything that's called for. If we can't, we call Carlin and figure it out. It's a real team effort.

WIZARD: Give me your take on Superman. Who is he?

LOUISE: Superman is the Light Knight, the White Knight, in the same way that the Batman is the Dark Knight. He's the good person in a crumbling world. We're portraying Metropolis as a darker and darker place.

I was talking to a friend and told her I'd be writing Superman and she said, "He's such a goody-goody. Can't you rough him up a little?" And I thought, "No, that's wrong. What we'll do is rough up his environment, so the people say, 'Thank God there's a decent man in this rotten world.'"

That's what I want to do. Because it's an interactive world I'm working in, I can't drive the focus toward this myself....

WIZARD: ...but when you do a story you can play up that element.

LOUISE: Exactly. But everybody seems to be going along with the idea of a darker Metropolis. And it's not as dark yet as it's going to get.

WIZARD: Anything else?

LOUISE: To me, an important thing about Superman is that he is the lone survivor of a destroyed world. I think this is in the back of his mind most of the time. Sometimes he can forget; he has created for himself, out of what could have been a tragedy, a very positive life. Because of this, his connections to other people are very important to him. They are the structure of the world he has created for himself: Ma and Pa Kent are the basis of that structure. It is through these people that he creates a world for himself.

Physically, he's not human — every time he flies, every he uses his strength, every time he looks through an object, he's reminded. It's not something he can forget.

I explored this a little in this year's annual.

WALT: His very existence is a constant reminder.

WIZARD: Are they gonna get married?

LOUISE: I'm not allowed to say that. [laughter]

WALT: Quick — turn off the tape! *Click! Bzzzzzzzzzz!* So that's what's going to happen, Pat! But don't tell anybody!

WIZARD: All right, Walter — what are this myriad of projects you're working on?

WALT: I am actually engaged in finishing the Superman annual of two years ago, which will now appear as some kind of special project. I don't even know the format now. It will have to come out as a hither-to untold tale of Superman, because it contains ele-

"I'm doing a Power Pack Christmas Special. June Brigman is going to draw it. Just like the old days."

Louis



ments that are completely out of continuity now — Jimmy Olsen has a job, Luthor's still alive, Lois and Clark aren't engaged. That's 50 pages long and I'm about a third of the way through the inks. The other big thing I'm working on through the fall is a four-issue mini-series with Frank Miller. Frank's writing and I'm drawing a Terminator vs. Robocop for Dark Horse, format still to be decided. That'll come out next year.

I've written an eight-page Black Panther story for Dennis Cowan to draw for the final issue of Marvel Fanfare. Al Milgrom asked if I'd contribute something to that; Al's an old buddy and I'm a major Dennis Cowan fan, so I arm-twisted Dennis into drawing this and then arm-twisted him again into letting me ink it.

I wrote a Christmas story for Marvel's Holiday special, to be drawn by Art Adams, and because—if nothing else—I have a lot of nerve, I wrote the sequel to A Christmas Carol. Charles Dickens has been dead a long time, I can knock this off in no time. It stars the Fantastic Four.

WIZARD: *The FF play the ghosts?*

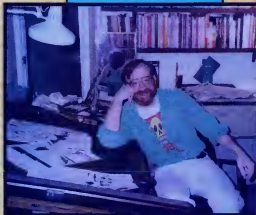
WALT: Not quite — that's not a bad idea, though. Maybe next year.

I'm also doing covers for various projects: Marvel's Remo Williams, the Destroyer mini-series; an Excalibur cover; a cover for *The Trouble With Girls* from Malibu; a cover for *Dangerous Times* from Evolution Comics.

WIZARD: *And there's another project you just got permission to tell me about.*

WALT: DC has licensed a trading card line and I've done ten drawings for holograms. Each has three levels—foreground, background, deep background. So I got to do a bunch of DC's characters and that was fun.

The set is Superman, Clark and Lois, Deathstroke the Terminator, Waverider, Lobo, Wonder Woman, Flash,



“I have a ton of work in progress for three different companies. What I’m not doing is a regular monthly book.”

Walt

Green Lantern, Hawkman, and Darkseid.

WIZARD: No Batman?

WALT: No. I don't know the whole score, but my guess is that the rights to Batman trading cards are tied up with the Batman movie licensing.

WIZARD: After so long being an artist, and then an artist writing for himself, how does it feel when you write for another artist? What's the reaction when you get the art back?

WALT: I'm usually delighted. The neat thing about that, as a writer who thinks visually, is seeing another artist's interpretation of your thoughts. They're so different from my own.

On Meltdown, Weezie and I wrote a sequence where Wolverine is nailed by the bad guys and brain-

ing multiple covers, of trading cards, of silver inks, of glow-in-the-dark has grown.

LOUISE: Form has become more important than content.

WALT: Exactly. That's a consumer market. For the readers, content is important — ask any old X-Men fan. For the current marketplace, I think reading is less important and owning all the various permutations and combinations is much more important.

An example of the heights to which this has been carried is that you can now buy a bag in which to place a pre-bagged comic — so that the bag in which you purchased the comic will remain in mint condition. This is taking collectibility to a height undreamed of by civilization and philosophy up until now.

Mostly, I like comics I can read.

Superman is the "White Knight". He's the good person in a crumbling world.

Louise

washed...and the way Kent Williams chose to interpret that visually was just far beyond my wildest dreams; something I would just never have done. Jay Muth did an absolutely beautiful version of Scarlet, the good girl/bad girl of the story.

Working with good artists, it's exciting and it's different when you get it back.

WIZARD: Without getting into libel or slander, or any of the other hassles that come from talking about people and companies, what are your opinions on the general run of what's published today in comics?

WALT: The most important thing I see going on right now is not really an observation about the material itself, but an observation of the nature of the marketplace. With the understandable help of the publishers — especially the larger companies — we're moving, or maybe we have moved, from a reading audience

LOUISE: Marvel — and I say Marvel only because of the statements in their stock prospectus — has obviously scaled down their target audience to boys between 12 and 16...

WIZARD:...and boys specifically...

LOUISE:...and that means, it seems to me, that the comics are being made simpler, in order to appeal to what they see as their target audience.

WALT: Commercially, it's been a rampaging success for Marvel, I take nothing away from that. I do have some questions about where it's going to end up. The last time we had a tidal wave of product come out, during the black-and-white boom, we lost some major distributors in the aftermath.

So, I wonder how all this might affect the business of comics, negatively, in the long run.

"I am finishing the Superman annual of two years ago, which will come out as an untold tale of Superman that's fifty pages long."

Walt

with everybody trying to unload their copy of Spider-Man #1...and then, "woe is us," the whole industry will fall apart.

WALT: I don't know if there's a precedent for it...

LOUISE: Tulips.

WIZARD: Tulips in Holland.

WALT: That's right. People went berserk over tulips...

LOUISE: And then, all of a sudden, the bottom fell out of the tulip market and people lost fortunes.

There is a precedent, folks.

WIZARD: If either of you had something you really wanted to do, the thing that's been sitting in the back of your head since the first day you walked in the door of a comic-book company, what kinds of projects are still undone?

WALT: In my head are mostly projects you've never heard of.

Probably more Starscreamers, which you have heard of, and then two or three other projects that I just haven't done yet. There probably aren't any existing characters that I'm really rabid to do. I've been doing comics for 19 years now, and I've done most of the characters I really like. I'm writing an Iron Man 2020 prestige format series with Bob Layton on the art and co-plotting. But Iron Man is just about the last of my old favorite Marvel characters to do.

At DC, I'm doing a Superman story, I've done Batman a few times.

WIZARD: Those projects in the back of your head — what type, what genre are they?

WALT: There's a project that based on European myth and folklore and the other is based on dreams. It would be hard to define it any closer than that: It began as a dream I had many years ago and grew into a four- or five-part story. The story makes more sense than the dream



LOUISE: It almost feels like this multiple packaging gimmick is a pyramid scheme. It will work as long as people keep buying it and buying more and buying more, but eventually, I have a feeling, the dealers will order 20 billion copies of something and the customers will say, "Hey, we don't want this." And the dealers are going to be stuck with 20 billion copies.

That's sort of a worst-case scenario, because that means distributors may go under or comics shops might fold.

WIZARD: Every time I hear somebody say they're buying 50 copies of whatever the latest hot product

is and how they're planning to make a mint on it, I think, "But there are empty-ump million copies in circulation!"

WALT: Everyone who wants one will have 50 copies himself.

LOUISE: And that, I think, is where it's all going to fall apart. The minute somebody tries to sell Spider-Man #1 and can't get what they think it's worth—whatever that might be—then it will begin falling apart.

We'll see this vast unloading, like a run on the banks,



"There are a lot of people out there who want to do romance comics."

Louise



did, I think. I guess that's fantasy — contemporary fantasy, not sword-and-sorcery stuff.

WIZARD: How about you, Weezie?

LOUISE: I have an idea for a sort of anthropological science-fiction series I'd like to do. I'd like to do some romance stories — teenage romance, modern romance, historical romance. I don't really know that there's a market for them right now.

WIZARD: That's interesting. I've been arguing that I thought there should be a market for a romance novel in the graphic format. As somebody said, "Forty or 50 pages of the same art as is on the covers of all those bodice-rippers. They oughta love that!"

LOUISE: I think so too. I haven't really pursued this, although there were a couple of false starts at Marvel; the first having to do with a Harlequin romance line in comics. I did a story for that with Mary Wishtire, inked by Bob Wiacek. That fell apart, I guess, because Harlequin pulled out for some reason. Then there was some discussion about doing a comic-book version of *Sweet Valley High*, which I was going to write — and then *Sweet Valley High* pulled out.

My impression is that the regular book publishers of the young romances seem to think that comics are not an appropriate place to do their kind of stories.

WIZARD: They probably go into comic-book shops and see the clientele and think, "Our people aren't in here, are they?"

LOUISE: Actually, I was told that these things were shown to book distributors and they said they weren't interested. That's why the Harlequin stuff wasn't done.

At our local bookstore, which sells some comics, the owners suggested Archie comics — because the mothers come in and buy every Archie comic they can get their hands on to send to kids at camp, for example. That's the market — the *Sweet Valley High* market, the *Babysitters Club* market. That's the market that would buy teenage romance comics.

WIZARD: Is part of the problem that the artists — with exceptions like Wishtire — have lost the touch for this stuff?

LOUISE: Those guys don't want to do romance comics, they want to do superheroes. There are a lot of people out there who want to do romance comics, but there's not place for them. All they'd have to do, I think, is start publishing a few and people would be coming out of the woodwork with one wonderful style after another for them.

WIZARD: If *Barbie* is a success, that would seem to be a jumping off point for this.

LOUISE: It could be. The problem is that there's nothing for girls in this market anymore...because girls are not interested in stories where big guys hit each other. ☺

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Mike Baker - CA, Larry Johnson - OH

Andrew P. Scott - CA, Matt Keaney - MO,

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Shawn Barber - KS

SILVER SURFER #50

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Answer the questions in the boxes supplied below. In each answer you will find a circled letter. After you have completed all the questions, the circled letters from the answers, when scrambled, will form the Silver Surfer Code. Find the Silver Surfer Code, and write it on the official entry form supplied below.

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Print your name, street address, city, state, zip code, area code, phone number and the place where you purchase your comics or an "Official Entry Form" or a standard postcard. No mechanical reproductions will be accepted. Mail each entry individually to "Silver Surfer" P.O. Box 648, Nanuet, NY 10954-0648. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and/or local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the prize winners and are not transferable. Only one prize winner per household. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purpose and rules herein.

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Chances of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on January 20, 1992 by Wizard Press. One (1) grand prize: Autographed Silver Surfer #68. Two (2) first place prizes: A set of Infinity Gauntlet mini-series. Five (5) second place prizes: Copy of limited edition of San Diego Comic-Con version of Wizard: The Guide To Comics #1. For a list of winners, which will be available after March 1, 1992, send a stamped, self-addressed envelope to "Silver Surfer Contest Winners" P.O. Box 648, Nanuet, NY 10954-0648.

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SCIENCE

PART I

Comic books and science fiction have been intertwined right from the start. The very first monthly newsstand comic, back in 1934, was *Famous Funnies*, and from the third issue on one of the regular features therein was Buck Rogers, the original science-fiction comic strip.

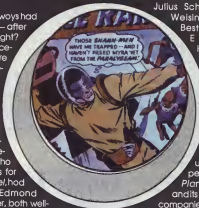
Also, superheroes have always had a science-fictional slant — after all, Superman's an alien, right? Super-powers are a science-fictional concept, and are often acquired by science-fictional means, such as radiation, high-tech armor, mutation, etc.

What's more, in the early days, comic-book writers often came into the business by way of the science-fiction pulps. Otto Binder, who wrote hundreds of stories for the original *Captain Marvel*, had started in the pulps; Edmond Hamilton and Alfred Bester, both well-known SF writers, scripted super-heroes for DC. Julius Schwartz and Mort Weisinger never wrote for the pulps that I know of, but they were active in SF fandom from its very beginnings, and published one of the very first fanzines.

Still, in the early days, despite super-science or magical powers, DC avoided full-blown science fiction. Their super-heroes mostly stayed earthbound; that was what the market seemed to want.

When the first big super-hero craze passed, however, and super-hero titles began to be cancelled en masse around 1947, comic-book publishers began looking for the next hot category. Any successful title would spawn a dozen imitations, and the result was a series of brief fads — for crime, westerns, romance, and so on.

Julius Schwartz, Mort Weisinger, Alfred Bester, and Edmond Hamilton were all working at DC, and they were all science-fiction fans. It was inevitable that sooner or later, despite the unspectacular performance of *Planet Comics* and its ilk at the other companies, they would decide to try SF.



Their first attempt was a back-up feature in *Real Fact Comics*, a bi-monthly title that was not exactly setting sales records — kids weren't interested in true stuff. So the real facts got stretched a little, to include guesses about the future, and that gave us, among other things, Tommy Tomorrow, DC's first futuristic hero. He first appeared in *Real Fact* #6, reappeared in #8, #13, and #16, and then be-

Fiction Heroes

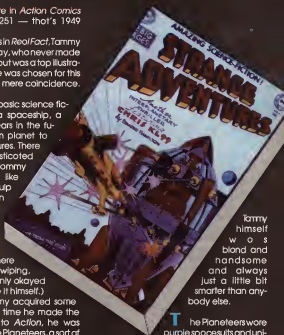
THE MAN WITH THE RAYGUN

by LAWRENCE WATT-EVANS

came a regular feature in *Action Comics* from #127 through #251 — that's 1949 through 1959.

In those very early stories in *Real Fact*, Tommy was drawn by Virgil Finlay, who never made a big splash in comics, but was a top illustrator for SF pulps. That he was chosen for this feature is probably not mere coincidence.

Tommy was your basic science-fiction hero: a guy in a spaceship, a couple of hundred years in the future, flying about from planet to planet, having adventures. There was nothing very sophisticated about the concept. Tommy didn't have anything like the fancy set-up of his pulp predecessor, Captain Future, whom he rather resembled. (Captain Future was the creation of Edmond Hamilton, who was working for DC — if there was any deliberate swiping, Hamilton almost certainly okayed it, and may have done it himself.) As time went on Tommy acquired some background — by the time he made the jump from *Real Fact* to *Action*, he was Tommy Tomorrow of the Planeteers, a sort of interplanetary police force and rescue squad. He had a sidekick named Brent, who was atypical among sidekicks in that he had no personality at all — he wasn't short or fat or funny-looking, he didn't often make wisecracks, he was just there. His only distinguishing features were a mustache and black hair.



Tommy himself was blond and handsome and always just a little bit smarter than anybody else.

The Planeteers wore purple spacesuits and uniforms, and flew around in blue spaceships with swept-back fins. They encountered all sorts of fascinating monsters, like fire-dinosaurs and spine-throwing cacti and multi-dimensional blobs, and dealt with a wide variety of aliens — every planet in the solar system had humanoid inhabitants in these stories. They were generally non-violent,

and tried to solve things peacefully, using their wits; Tommy carried a raygun and wasn't afraid to use it, but I don't think he ever shot to kill. Alas, when the 1960s rolled around, ol' Tommy began to look a bit old-fashioned. Super-heroes were making a comeback, and science fiction was getting slightly more sophisticated; his slot in *Action* was filled by Supergirl, and he vanished.

Until 1963, that is, when *Showcase* featured a revamped version in five non-consecutive issues. Now, instead of Tommy Tomorrow being an experienced veteran, an established big shot in the Planeteers, he was a youth at eighteen or so, just starting out at the Planeteer training academy. He also got the whole comic book to himself, instead of a few pages in the back. He didn't catch on, though, and that was it, except for a few cameos, until a totally different

"Scoop! A thrilling preview of Hollywood's smash interplanetary epic — 'DESTINATION MOON'," and "Astounding stories by Edmond Hamilton, Gardner F. Fox, David V. Reed."

It should be mentioned that the top two science-fiction magazines of the time were *Amazing Stories* and *Astounding Science Fiction*; the choice of adjectives was not just coincidence.

Edmond Hamilton was a major name in the science-fiction pulps; Gardner F. Fox had a few stories to his credit; but I don't have any idea who David V. Reed was. It's noteworthy, though, that the writers were given cover billing at a time when most comic books didn't even admit they had writers. Clearly, this was intended to appeal to people who read the SF pulps, rather than the regular comics audience. Those folks definitely paid attention to author names.

Inside, the lead-off story is the first adventure of Kris KL-99 or sometimes Chris; they weren't consistent on the spelling yet. He's a twenty-first century space explorer, with rather forced and clumsy parallels to Christopher Columbus; in this tale he explores the Green Nebula and rescues its radioactive inhabitants from criminals who are stealing the radium they eat.

A caption on page 2 introduces the supporting cast: "Hok, the famous Marflan adventurer, and Jera, the Venusian scientist, are the Earthman's only human comrades!" I'm not sure why a scaly green guy with fin-shaped ears and an eight-foot pink one with a head like a balloon qualify as "human." The fourth member of the crew at the *Pioneers* is Kris' "chameleon dog," Loopy, who turns various colors depending on his mood — blue when he's scared, white when he's proud, and so on.

(Notice that all these characters are male — I guess the idea that future civilizations, human or otherwise, might not all be just as sexist as 1950s America was a little too alien.)

The rest of that first issue is filled out with anthology features, rather than continuing characters — two science-fiction stories, a biographical piece on H.G. Wells, and the promised adaptation of *Destination Moon*. This last seems to skim some of the film — it starts with the ship already built, crewed, and on the launching pad. There are no scenes on Earth at all, save the opening panel. But then, getting a feature film into eight pages calls for some compression.

It's not clear just how many times Kris KL-99

"THEY WERE ALL JUST GUYS WHO FLEW AROUND IN SPACESHIPS OUTWITTING ALIEN MENACES."

character with the same name appeared recently in *Twilight*. The original Tammy Tomorrow was no grinning fascist, but a laid-back sort who often won out by being calmer and more tolerant than his companions, trying to think problems through rather than shooing at them. The character in *Twilight* isn't just a re-interpretation, he's an entirely different person. But let's go back now to the late 1940s, when Tommy was invented. He wasn't a runaway hit, but he was popular enough, so did DC try any other science fiction?

Of course they did. In the spring of 1950, cover-dated August-September, a new comic book hit the newsstands from DC: *Strange Adventures* #1.

That first issue proclaimed on the cover, "Amazing Science Fiction Tales!" It also advertised,

actually appeared; he wasn't in every issue. To choose one example, there are no continuing characters in *Strange Adventures* #4 of all — just four one-shot stories, by-lined by Robert Starr, Edmond Hamilton, David M. Reed, and Gardner Fox. And Kris seems to have vanished completely by the time #9 came out, featuring a new lead character: Captain Comet.

Captain Comet may be the first mutant superhero — he's definitely a mutant, "a man born 100,000 years ahead of his time," with "futuristic" abilities we lesser humans haven't evolved yet. He's telepathic, inhumanly strong, immune to poisons; he never tires, can see a much wider part of the electromagnetic spectrum; his fingers are so sensitive he can feel colors. And he's morally more advanced, too, so he doesn't use his abilities for personal gain, but instead sets himself up as Earth's protector against alien menaces.

The stories are an odd hybrid of science fiction and standard super-hero adventures. Captain Comet lives in the present day, has a secret identity (Adam Blake), but instead of battling crooks or super-villains, he builds himself a spaceship, the *Cometfeer*, and flies off to deal with invading aliens, berserk robots, and the like. He spends as much time on other planets as on Earth.

Here on Earth he has a friend and mentor, Professor Zackra, the only person who knows Adam Blake's secret. Zackra's main story function seems to be to talk to himself or to other characters, explaining Captain Comet's amazing abilities — "Great stars! Comet must have a list like *Cash-iron!*" someone says upon seeing our hero punch out a robot, and the professor is there to reply, "He has! It's one of his superhuman qualities, Northrup! His skin can hardly be bruised or cut!"

Whatever his other attributes, the Captain apparently had nailing power — by 1953 he was past his prime, no longer getting the cover; in 1954 he was no longer in every issue; and by the time the Comics Code came in, in 1955, he was gone. (I can't imagine that there would have been any problem about Code approval, and assume this is just a coincidence.)

You'll notice a certain similarity to these characters — Tommy Tomorrow, Kris KL-99, and Captain Comet, despite the Captain's mutant abilities, were all basically just guys who flew around in spaceships outwitting alien menaces. That's the prototypical DC science-fiction hero. There was one more in this category, who doesn't fit here chronologically, but who I'll cover now



because he's so similar: Space Ranger.

He came along in 1958, when Kris KL-99 and Captain Comet were history and Tommy Tomorrow was not long for this (or any) world. He started out with two appearances in *Showcase* #15 and #16, then became the lead feature in *Tales of the Unexpected*, from #40 through #82, before making a few swan-song appearances in the waning days of *Mystery in Space*. Space Ranger was a bit more sophisticated than his predecessors — for one thing, he had a girlfriend, his secretary, Myra Mason, where the others had been eternally celibate. He also had a shape-changing sidekick named Cryll, along with the standard-issue spaceship and a multi-purpose raygun. He had a secret identity, as Rick Starr, a millionaire businessman's son, and he played the traditional super-hero role as crime-fighter — except that he did so in the far future, on a variety of planets. I suppose he was intended to be a Lone Ranger of the future; he had the Lone Ranger's mastery of disguise, for example, and in *Tales of the Unexpected* #44 was even captured by "Indians" from Saturn's moons.

He never had the appeal of the Lone Ranger, though, nor much of a personality, even by the standards of DC's comics of the day. He was, quite frankly, boring — not up to Tommy Tomorrow's level at all. I doubt anyone was seriously upset when his series ended.

And he was the last example of DC at that simple, basic science-fiction hero, the fellow with a quick wit and a good raygun.

So if those were all the guys with rayguns, what about DC's other SF series?

We'll look at them next time! ☐



WIZARD

STAR WARS #107

Artist: Cynthia Martin/Whilce Portacio

Writer: Jo Duffy

Publisher: Marvel

Release Date: September 1986



With all the attention on Whilce Portacio's work on X-Factor and Uncanny X-Men, don't take your eyes off his first work on The Punisher #9.



A long time ago, in a back issue bin, far, far away, you could find a really cool back issue. Just when you thought you had found all of that X-Men artist Whilce Portacio's work, along comes an obscure issue from five years ago. That's right, the first known work Portacio had done for Marvel is Star Wars #107, the last issue of the series. With sales on Portacio's Uncanny X-Men at an all-time high and back issue sales on X-Factor continually on the rise, this book may surprise a lot of people. Also expect interest on Star Wars to be high with the release of Star Wars: Dark Empire on sale this month from Dark Horse.

COMIC WATCH



FANTASTIC FOUR #67

Artist: Jack Kirby
Writer: Stan Lee
Publisher: Marvel
Release Date: October 1967



In Silver Surfer #46, years later, the being known as Adam Warlock returned to the public eye when the Silver Surfer found him "alive" in one of the Infinity Gems.

Ew, gross. What's that thing on the cover? Hey, wait a minute, that's Adam Warlock!! Yup, back when the golden-skinned hero of The Infinity Gauntlet was known only as "Him," he emerged from his life-giving cocoon created by a group of scientists known only as "The Hive." From such a humble beginning (and such a lame name) emerged one of Marvel's hottest heroes, with the first issue of his new series debuting this month as well! Gash, is this a coincidence or what? And just for you history buffs, Fantastic Four #66 is the first appearance of the Warlock cocoon, but "Him" doesn't appear in it (and stop saying "Him who?" it's just "Him!").

GRADING YOUR COMICS

In today's comic book market, grade is one of the most important factors that influences the value of a comic book. There are many grades that fall between the ones listed below; however, the grades presented here are the ones with the most noticeable signs of



MINT By definition, a mint comic book should appear as if it just came off the press, flawless. There should be no signs of wear inside or outside of the issue. The cover should be centered, spine should be very tight (no creases), and all corners should be sharp. The pages inside should not show any signs of aging. A MINT comic book could be worth up to

200% of the NEAR MINT value. This all depends on the scarcity and desirability of the specific comic in high grade. Most newer (70's to present) issues in Mint condition are usually valued up to 120% of NEAR MINT.



NEAR MINT A comic book in this grade is very close to MINT. Usually, there is only one small imperfection that will keep this book from being MINT. One of these flaws may be, a cover that is slightly off center, one corner may be slightly rounded, or the spine is very tight with

one tiny crease. The pages inside should show almost no signs of aging or wear, with a bright and glossy cover. The comic books listed in this grade are valued at NEAR MINT prices.



VERY FINE A comic book in this condition will show some minor signs of aging and wear. The spine will have few slight creases, the corners might not all be sharp, and the color may have lost a little luster. There should be no folds, cuts, or markings in any way, on any of the

pages. The comics in this grade are valued at 50% to 70% of the NEAR MINT value, again depending on the scarcity and demand for the specific issue.

changes in condition. Grading comics vary from person to person depending on how much they regard certain flaws or imperfections. This guide will serve to help you in the process of grading your comics.



FINE: This comic book is a good example of a well read comic. The cover may show some minor flaking, the spine shows noticeable signs of wear, pages have slightly discolored - showing signs of age, and the corners are rounded. An issue in this condition may have a slightly loose

cover, especially around the staples. Although there are still no pages with cuts, folds, or missing totally. A FINE comic book will usually be valued at 30% to 50% of the NEAR MINT value.



GOOD/VERY GOOD: Comics in this range will have very noticeable signs of aging and wear. There will be spine creases, rounded corners, very minor cuts or tears, minor marks (writing), and faded colors. There

shouldn't be any chunks missing. This is a very common grade for older comics. Comics in GOOD/VERY GOOD condition are valued from 10% to 30% of the NEAR MINT values.



POOR: A comic book in this condition has many defects. Some possible flaws include ripped pages, a bent spine, a small chunk missing, large creases, and very discolored or faded pages. Any comic with unusual defects are usually considered POOR. Examples include water damage,

rusty staples, tape marks, cut out coupons, missing complete pages, writing marks, or stains. A POOR comic is worth less than 10% of the NEAR MINT value.



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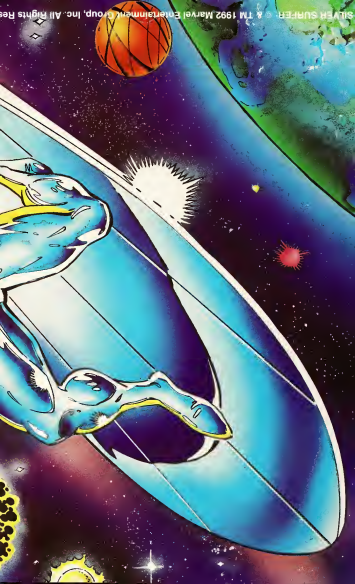
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CUNNINGHAM

TOYING AROUND

It's that time of the season again. A time of warmth, of giving, of blissful glee. A time when greedy, little toy stores capitalize on these joyful emotions and stock their shelves full of every nifty and lame toy on the market. Therefore, I shall devote this column to a story of this season and of its greatest ally- the toy.

About fifteen years ago, I got every toy that I wanted for Christmas. All six of them. Suspiciously, my parents stressed the fact that the shorter your Christmas list was, the likelier it was that Santa would get all of them. Of course, I would never disagree with Santa's doctrine, and thus, my parents earned a quick victory, if not a cheap Christmas.

Oddly enough, I still remember the six presents to this day- a Darth Vader action figure, a Stormtrooper, a Chewbacca, a Matchbox battleship, a Godzilla figure, and a Hardy Boy's book (okay, so the Hardy Boys book isn't a toy, but when I eventually ripped all of it's pages out, I sure treated it like one!).

Why did I want these toys, you ask? The Star Wars figures need no explanation; they were (and still are) really neat-o. The Godzilla toy, however, might. Y'see, at or around that time, the hideous Godzilla cartoon came out and I

watched it religiously every Saturday morning, much to my present chagrin. You must also realize that as a young kid, I kinda lived for the Godzilla/King Kong/Mighty Joe Young marathons on Thanksgiving weekend. I know it sounds sad, but I got cheap thrills from watching Godzilla kill people. Now that I owned my own

Godzilla, I could always relive those cheesy scenes of death and destruction (i.e. he would step on Princess Leia).

As for the Matchbox battleship, I don't even remember why I wanted it. I guess I wanted something else that Godzilla could step on. And the Hardy Boys book...? Well, it was -ahem- "suggested" to me that Santa was a stickler for reading and that "Christmas-does-not-just-mean-toys," etc., etc. So, to ultimately please Santa (and more suspiciously, my parents), I asked for a book that I never read.

Well, there's my holiday story. When I look back, I felt happy that year; I felt proud that I got everything I wanted. But you have no idea how stupid I felt when I told everybody that I only got six presents...

Have a happy holiday, everyone, and thanks for reading!



Did young Brian ever get his Christmas wish?

The values for the toy figures in this section are for figures still enclosed in the factory blister packs. If a figure is out of the packaging, then the figure is valued at 20% to 40% of the listed value, depending on condition and demand.

TOY FIGURES

MATTEL - SECRET WARS

In 1984, Marvel Comics introduced the world to the first commercially successful maxi-series, the "Secret Wars." The twelve issue series starred Marvel's most marketable characters, which made it easy for Mattel to sell the "Secret Wars" action figure collection from 1984 to 1986.



DAREDEVIL

BRAZILLIAN RELEASES

A Brazilian toy company is manufacturing replica Secret Wars figures. Only six are known to exist.

The card backings are larger with better artwork.

Captain America 50.00
Dr. Doom 50.00

1st Series

Captain America	15.00
Dr. Doom	12.00
Dr. Octopus	15.00
Iron Man	18.00
Kang	7.00
Magneto	8.00
Spider-Man (red and blue costume)	28.00
Wolverine	
A. (black claws)	48.00
B. (silver claws)	35.00

2nd Series

Baron Zemo	30.00
Constrictor	
(Europe release)	38.00
Daredevil	27.00
Electro (Europe rel.)	38.00
Falcon	30.00
Hobgoblin	40.00
Iceman (Europe rel.)	38.00
Spider-Man	
(black costume)	35.00

Dr. Octopus	50.00
Iron Man	50.00
Spider-Man	50.00
Spider-Man (Black)	50.00

KENNER - SUPER POWERS

Two months after Marvel's "Secret Wars" comic debuted, Jack Kirby jumpstarted DC's marketability with his "Super Powers" comic. This comic gave Kenner the vehicle to produce action figures of DC's most popular characters from 1984 to 1986.

Kenner produced three series of figures. The first included DC's most visible characters; the second and third included many characters that were never produced as action figures before; thus, creating a low production.



MARTIAN MANHUNTER

1st Series

Aquaman	26.00
Batman	15.00
Brainiac	12.00
Flash	14.00
Green Lantern	14.00
Hawkman	50.00
Joker	19.00
Lex Luthor	24.00
Penpup	20.00
Robin (full card)	18.00

Superman	7.00
Wonder Woman	5.00

2nd Series

Darkseid	30.00
Dr. Fate	32.00
Firestorm	10.00
Green Arrow	25.00
Kalibak	10.00
Mantis	16.00
Martian Manhunter	10.00
Parademon	20.00
Red Tornado	30.00
Steppenwolf	
A. send away bag	15.00
B. on card	52.00

3rd Series

Captain Marvel	20.00
Clark Kent (send away bag only)	38.00
Cyborg	140.00
Cyclops	42.00
Dezso	12.00
Golden Pharaoh	60.00
Mister Miracle	125.00
Mr. Freeze	35.00
Oni	20.00
Plastic Man	50.00
Samurai	45.00
Shazam	20.00
Tyr	40.00

TOY FIGURES

Released in 1989-90, these Super Amigos are exact replicas of Kenner's Super Powers. These are made by Pacipa, not Kenner. They lack the quality of the Kenners.

The Riddler is the only figure that doesn't appear in the U.S. editions. Surprisingly, the Riddler is a repainted Green Lantern figure, look at the ring finger.

Aquaman \$6.00
Batman \$45.00

PACIPA'S SUPER AMIGOS

Bremer \$22.00
Flash \$24.00
Green Arrow \$35.00
Green Lantern \$42.00
Hawkmant \$29.00
Joker \$30.00
Lex Luther \$34.00
Plastic Man \$75.00
Riddler \$65.00
Shazam \$30.00
Superman \$24.00
Wonder Woman \$21.00

TOY BIZ - DC FIGURES

With the release of "Batman," the Movie in 1989, Toy Biz unveiled its own line of DC heroes. The first series included DC's "Big Three" heroes and their respective villains. The second series was birthed due to the immense popularity of the "Flash" television show in 1990 and included the next wave of popular characters.



LEX LUTHER

1st Series

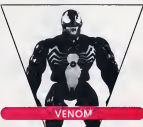
Batman
A. Small ears round face \$6.00
B. Long face tall ears \$6.00
Bob the goon \$6.00
Joker \$6.00
Lex Luther \$6.00
Mr. Freeze \$6.00
Penguin
A. Shoots 3/4" missile \$16.00
B. 1 1/2" missile \$12.00
C. Umbrella top \$7.00
Riddler \$6.00
Robin \$6.00
Superman \$6.00
Wonder Woman \$6.00

2nd Series

Aquaman \$6.00
Flash \$6.00
Green Lantern \$6.00
Hawkmant \$6.00
Two-Face \$6.00

TOY BIZ - MARVEL FIGURES

The Toy Biz "Marvel Super Heroes" line (1990-present) has been tremendously popular. These figures are very well made and due to the look of their counterparts, much more so than their DC line. So far, there have been two series of figures made, and there is no let up in sight. The second series boasts Marvel's overdue production of their highly popular X-Men.



VENOM

Series 1

Captain America \$6.00
Daredevil \$6.00
Dr. Doom \$6.00
Dr. Octopus \$6.00
Hulk \$6.00
Punisher (shoots caps) \$6.00
Silver Surfer \$6.00
Spider-Man \$6.00

Series 2

Apocalypse \$6.00
Archangel \$6.00
Colossus \$6.00
Cyclops \$6.00
Green Goblin \$6.00
Iron Man \$6.00
Magneto \$6.00
Nightcrawler \$6.00
Punisher (gun sounds) \$6.00
Spider-Man (shoots web) \$6.00
Spider-Man (web climber) \$6.00
Storm \$6.00
Thor \$6.00
Wolverine \$6.00

KENNER - DARK KNIGHT

Released late in "The Year of The Batman," 1989, Kenner produced the latest of a line of brilliant figures- The Dark Knight Collection. Modeled much like their predecessors, the "Super Powers," these "Dark Knight" figures are highly detailed and loaded with great features, as well as intricate weapons that work splendidly. Each figure is a different Batman with a costume and gadget that serves a certain function. Also available are two different Joker figures.

Bruce Wayne Batman
Crime Attack Batman.....



SKY ATTACK JOKER

TOY FIGURES

Iron Witch Batman
Tee-Shirt Batman
A All-black Flight Pack
B Flight Pack w/gold
Shadow Wing Batman
Power Wing Batman
Thunder Whip Batman
Wall Sowler Batman
Knockout Joker
Sky Escape Joker
Night Glider Batman
Claw Clobber Batman
Blast Shield Batman

MEGO - SUPERHEROES

Mego, Officially the World's Greatest Superheroes. With the loss of interest in the original "GI Joe" and "Action Jackson" toy lines in the early 1970's, Mego decided to take a shot doing superheroes. Their success can be summed up by saying they created the action figure of the 70's. Never before has there been a larger array of characters from both Marvel and DC (although Toy Biz has the potential to top Mego). Standing at eight inches tall, these fullyposable figures came with removable clothing, gloves, boots and their respective weapons.

The Teen Titan figures (Robin, Speedy, Supergirl, Kid Flash, Aquadad and Wonder Girl), however, stand at seven inches to give them a "teen" look. All of the dolls had joints at the elbows, knees, wrists and ankles with a pivoting head, arms, legs and waist.

Unlike toy manufacturers of the past, Mego dolls were surprisingly exact in costume detail and hair color to their comic book counterparts (with the exception of the Bruce Wayne doll who was modeled after Adam West, the television Batman!). The Mego dolls in a box certainly are considered to be worth slightly more than the plastic bubble container (or "card," as they were more commonly known).



FALCON

At first, Mego issued their figures in individual boxes, but later switched to a cheaper plastic bubble on a card. Many collectors believe that with the exception of a few, the original boxed figures are basically worth the same as the carded ones. Other collectors staunchly disagree and say that the prices, however slight, are different with the boxed figures being worth more. We will list the prices of the carded figures that are drastically different from those in the box.

Also, beware that a price could change by almost 100% depending on what region of the country you are in. Expect prices to be higher on the east and west coasts, and much lower in the mid-western states.

AQUALAD \$250 to 350.00
AQUAMAN 100 to 150.00
BATGIRL 100 to 150.00
BATMAN (with removable mask) 100 to 150.00
BATMAN 75 to 125.00
CAPTAIN AMERICA 140.00
CATWOMAN 110 to 160.00
FALCON 110 to 180.00
GREEN ARROW 120 to 170.00
GREEN GOBLIN 125 to 185.00
HULK 50 to 85.00
HUMAN TORCH 35 to 60.00
INVISIBLE GIRL 25 to 55.00
IRON MAN 80 to 125.00
ISIS 50 to 85.00
JOKER 100 to 150.00
KID FLASH 250 to 350.00
LIZARD \$120 to 175.00
MISTER FANTASTIC 25 to 55.00
MISTER MIXZYPTLK 75 to 100.00
PENGUIN 70 to 110.00
RIDDLER 200 to 300.00
ROBIN (with removable mask) 75 to 110.00
ROBIN 75 to 110.00
SHAZAM 85 to 130.00
SPEEDY 250 to 350.00
SPIDER-MAN 50 to 85.00
SUPERGIRL 250 to 350.00
SUPERMAN 55 to 90.00
THING 25 to 55.00
THOR 200 to 300.00
WONDER GIRL 250 to 350.00
WONDER WOMAN 120 to 175.00

WIZARD WORD SEARCH

How good are your eyes? Try to find all two dozen of the following words that are hidden in the Wizard puzzle. The words are horizontal, vertical, diagonal, backwards and every which way. Good luck!

BISHOP
CAPTAIN COMET
CARDIAC
CONCRETE
DEATHSTROKE
DURLANS
FAUST
FIRESTORM
IRON MAN
JOKER
LOIS LANE
MONARCH

NIGHTCRAWLER
OMAHA
POWER GIRL
PREDATOR
PUNISHER
ROBIN
SHE HULK
SKRULLS
THANOS
THOR
TWO FACE
X FACTOR

DCBDFMPCKXFIRES
TORM
UXAISSUEP IVE
SURPERX
RBLRIGREWOPDFA
ADLFS
LPQIDBBCLOVZD
TLLAMJ
AACGEIEKOJOKH
GICKOM
NOQRSUAWROTAD
ERPXYR
SZBEATUCWKNXY
EZERFE
CTLWLMXKEKOJ
DIALCADC
ALAOBAKMSEAW
CAHRNRA
OOTPCHLEEFAS
TSAOEV
BIOOTSUIERANK
DRMTIH
GSEYVIHTCOYOR
AANIOT
MLALBIETGTIM
UEKRI
TR
CARDIAHCHYOX
IROHTWA
HNOCJGSMOLO
FLSJEBOD
REGOIRONMANA
SGEEMFK
LOKNOKUPOIN
CTAHEOAS
KEYCABKOJOK
TIRRDCCM
RAPRWLAPOWO
ONEEINEA
TSSEIUPOOER
ROBINIMO
ANZTZZTHKOD
FRIANAKT
LIDEATHSTROK
ESNMTIS
NTCORLLIECT
IBHLEPSE
WHILDCEBPOK
OJOKRATR
ACIOJIMLETOM
ONARCHI
FREHSINUPQUS
TONANDF

WORD JUMBLE

Do you know your stuff? I mean really know your stuff? The below jumbles, when properly scrambled, form comic related words. Example: RODDOM **DR DDDM**

1	AMCO -----	8	REDINQVM -----
2	GAMRNA -----	9	YARDGGNERU -----
3	NAUGUJTG -----	10	TONCOTRRISC -----
4	RELTCEO -----	11	RATFRESI -----
5	NAADDEM -----	12	RADREWVEI -----
6	GODNEWI -----	13	BOBGINHOL -----
7	BOOPROC -----	14	SAGACTUL -----



15	TUBGERSSSHDT -----
16	LICKERQSIVU -----
17	TRESUNSH -----
18	NOTHOGLS -----
19	SPAMTANLIC -----
20	CLABSHAKL -----

GAMEPRO

#1 VIDEO GAME MAGAZINE



By Earth Angel

Batman: Return of the Joker by Sunsoft puts the Dark Knight back on the streets in yet another battle against his arch-nemesis the Joker. Sure the plot line sounds familiar, but this Bat-adventure is loaded with enough surprises to challenge even the most seasoned Caped Crusaders.

Batman's task is pretty straight-forward - battle his way through each stage and survive to defeat the Joker. The Caped Crusader has a Life Meter and takes hits from dangerous obstacles or enemies. There's no way to recharge his Meter.

PROTIPS: If you don't have a strong weapon when you reach Stage 6-2 try to jump to the left of the screen and stay ahead of the mad bomber. Just jump over the spiked balls as they fall. Of course, you'll never beat the Joker in stage 6-3 if you don't have a strong weapon!

The Dark Knight has an entirely different Bat



Combat system that's a combo of some slick new moves and the different kinds of ammo he can fire out of his Wrist Projector. Each of the four different kinds of shots (Cross-Bow, Batarang, Sonic Neutralizer and Shield Star) have different strengths and weaknesses. But the Caped Crusader's smart enough to know he's got to rely on more than just firepower. He can't climb walls in this sequel, but he can crouch, jump and do a Slide Attack move that helps him out of all kinds of tight spots.



THE DARK KNIGHT RETURNS

More often than not sequels to classic games just don't stand up to the original. Fortunately, top of the line graphics bring Batman: Return of the Joker to life as an original saga whose smokin' guns deliver different (and in some places more) bang for the buck. Aspiring Dark Knights will find this cart definitely isn't as challenging as the original because of the password system, but don't let that hold you back. This is still one of the best NES carts of the year. And that's no joke!



TURTLES II

BACK
FROM THE SEWERS

TERMINATOR 2

JUDGEMENT DAY



By Slasher Quan



You never know where the Teenage Mutant Ninja Turtles might pop up next. They're on the silver screen, in comic books and even in your cereal bowl. But best of all, they're on the Game Boy one more time in Teenage Mutant Ninja Turtles II: Back From the Sewers!

PROTIPS: Look down some openings for a pizza power-up. While each Turtle's weapon-speed and range varies, their damage capabilities are identical.

The latest Game Boy Turtles episode is a noticeable improvement over its predecessor. A massive 2 meg program enhances the graphics, which feature oversized sprites. Digitized voice is also included, along with music and sounds. Gameplay is great as always, and you get unlimited continues. There's even a selectable challenge setting and three different endings!

TMNT II is a rough ridin', hard knockin', tentilyngly terrific Game Boy cart! Whether you're a novice ninja or an experienced martial artist, the Teenage Mutant Ninja Turtles will cowabunga you into blissful oblivion.



By Toxic Tommy



In "The Terminator" he said, "I'll be back!" - he is, in the Game Boy. Arnold Schwarzenegger keeps his promise in LJN's Terminator 2: Judgement Day, where the big screen meets the little screen with a bang!

PROTIP: Keep an eye open for little flashing boxes. Jump on them for clues.

Survive and in level 2 you shoot through the runamok supercomputer Skynet's defenses to find the correct door to the Terminator T-800 storage area. Now you must reprogram a T-800 into one of the good guys in level 3. Successfully rewire a T-800's brain and Terminator 2 pumps you up! You travel back in time in level 4 as an Arnold clone. Your destination is the Cyberdyne Systems building in level 5, where you expend more ammo to retrieve a Terminator arm and a microchip, despite the heavily armed SWAT team guarding them. Level 6 is where you face the T-1000 in the Steel Mill for an anything goes mechanical fistfight to the finish.

More Terminator's are due to materialize for the NES and the Genesis. Until then, "Hasta la vista, baby!"



COVER

SHOTS

HOW WELL DO YOU REMEMBER COVERS? HERE'S YOUR CHANCE TO FIND OUT!

Below, you will find six pieces from covers published over the last year.

Can you tell what covers they are from?

Answers on page 75



A.



C.



E.



B.



D.



F.

DRAW YOUR OWN WIZARD

Let's see how well you can draw POOF! the Wizard. Entrees will appear in Issue #8. Lots of prizes will be awarded for several age groups. So, send in your best:



SEND TO:

WIZARD
P.O. BOX 434
MONSEY, NY

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WALT SIMONSON!

NEIL GAIMAN!

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COMIC BOOK INTELLIGENCE QUOTIENT

Answers on page 78.

How well do you fare?

# Correct	Rank
0-6	GET A LIFE
7-12	AMATEUR
13-18	BAT-MITE (DON'T ASK)
19-24	WIZARD ACOLYTE
25-29	CHIEF MAGISTRATE
30	GET A LIFE

1. The substance Cyclops's visor is made of is:

- A) Vibranium
- B) Adamantium
- C) Crystal Quartz
- D) Ruby Quartz

2. Sandman's son's name is:

- A) Etrigan
- B) Orpheus
- C) Mephisto
- D) Netron

3. Slade Wilson is:

- A) Jericho
- B) Jigsaw
- C) Deathstroke
- D) Mastermind

4. Which movie hasn't been the basis for a comic book:

- A) House Party
- B) Remo Williams: The Adventure Begins
- C) Big Trouble in Little China
- D) Alien Nation

5. Doc Savage is:

- A) The Man of Steel
- B) The Man of Bronze
- C) The Man of Stone
- D) A Man of Few Words

6. Mr. Nebula likes to...

- A) eat planets
- B) move planets
- C) create planets
- D) redecorate planets

7. Lobo has which the following as pets:

- A) Space-dolphins
- B) Giant space-kittens
- C) Slime Devils
- D) both B & C

8. The name of the Watcher on the Earth's moon is:

- A) Ralph
- B) Geraldo
- C) Jartron
- D) Uatu

9. Quicksilver has never been a part of which group?

- A) The Avengers
- B) X-Factor
- C) Inhumans
- D) X-Men

10. The planet Adam Strange found himself transported to from Earth was:

- A) Daxom
- B) Czarnia
- C) Rann
- D) Hershey, Pennsylvania

11. Who is the Scarlet Witch's father?

- A) Justin Hammer
- B) Professor X
- C) Magneto
- D) Simon Williams

12. The mutant Logan is:

- A) Wolverine
- B) a vegetarian
- C) hairy
- D) both A & C

13. The Question is a DC character, and The Answer is:

- A) A Mirage Studios character
- B) Forty-two
- C) A Marvel character
- D) A Valiant character

14. Who killed the Comedian in DC's Watchmen?

- A) Rorschach
- B) Ozymandias
- C) Dr. Manhattan
- D) Bubastis

15. Which correctly matches a hero with his/her problem:

- A) Iron Man - Alcoholism
- B) Martian Manhunter - Pyrophobia
- C) Storm - Claustrophobia
- D) all of the above

16. Lord Kevin Plunder is:

- A) Ka-Zar
- B) Monarch
- C) Dr. Doom
- D) Kraven the Hunter

17. Who is the oldest character in the Marvel Universe?

- A) Galactus
- B) Eternity
- C) The Celestials
- D) Aunt May

18. What was the New Warriors's first mission?

- A) To stop Terrax the Tamer
- B) To defeat the Mad Thinker
- C) Guest referee Wrestlemania VII
- D) To save Thor from the Juggernaut

19. The "X-O" in X-O Manowar stands for:

- A) Extra Ordinary
- B) Exo-Skeleton
- C) Executor Omega
- D) Xylophone Critics

20. Fleetway/Quality's Judge Anderson is:

- A) A mutant
- B) Immortal
- C) A psychic
- D) Making regular appearances on Night Court

21. Lex Luthor died when:

- A) The kryptonite ring he wore gave him cancer
- B) The plane he was flying crashed
- C) He was murdered by Monarch
- D) He was killed in battle with Superman

22. Thanos is:

- A) Bald
- B) A hemaphilic
- C) Adam Warlock's brother
- D) From the Blue Area of the Moon

23. Since Marvel's Secret Wars, Alicia Masters has...

- A) Been a prisoner of the Skrulls
- B) Fallen in love with Johnny Storm
- C) Been killed by Scourge
- D) Slowly regained her sight

24. The Swamp Thing is really:

- A) Alec Holland
- B) Arcane
- C) Kurt Wagner
- D) Just a plant

25. Eddie Brock (Venom) hates Spider-Man because:

- A) Spidey is the hero he always wanted to be
- B) He loves Mary Jane and wants Peter Parker out of the way
- C) Brock's journalistic career was inadvertently hurt by Spidey
- D) He is the son of the burglar that killed Spidey's Uncle Ben

26. The United States and Soviet Union recently declared war on:

- A) Iraq
- B) Magneto
- C) Illiteracy
- D) The Extremists

27. How many White Castle double cheeseburgers can Galactus eat?

- A) All of them
- B) Don't be silly - since Galactus is Jewish, he doesn't eat cheeseburgers
- C) I don't get it, this question is stupid
- D) I do get it, and this question is stupid

28. Which of the following X-Men once appeared in Rom?

- A) Forge
- B) Jubilee
- C) Gambit
- D) Psylocke

29. Green Lantern's ring cannot work on:

- A) Living matter
- B) Corduray
- C) Yellow things
- D) Stone

30. In Dark Horse's Terminator books, Dudley is:

- A) Half man, half terminator
- B) A UN special agent
- C) Skynet's son
- D) A terminator with amnesia



THE WIZARD OF CARDS

By Stephen Shamus

Pacific is adding two new football sets to the already overcrowded sports card market. First, they are releasing a series II update to its very successful debut issue. Second, they have produced a limited test issue called "flashcards." These are for elementary schools and they help teach young children mathematics. Also be on the lookout for the football update sets from Score, Topps, Fleer and Upper Deck. It is reported that Upper Deck will be releasing factory sets sometime in November.

In baseball, just when we thought we had it all, Fleer is releasing an update set to its popular Ultra issue.

Classic Games has announced there will be a special bonus card in its debut hockey draft picks set. It will be none other than "Rocket" Ismail. That's right, "Rocket" will be featured wearing a pair of skates on ice.

Topps has finally changed its regular issue cards. Starting with their 91-92 set, the back will be in full color like the front. The card stock has also been changed from black to white.

Smoke's Ultimate Hockey is a nice addition to anyone's

collection. The cards are really of a high quality and should sell well on the secondary market.

It's also time to start thinking about the 92 baseball cards. This year's Donruss set will be a high end set which has suggested retail of \$9.99 a pack. Further info was available at press time. Fleer's set will also be a high end set with a glossy coating on both the front and back of the cards. The packs have a suggested retail price of \$8.99 a pack. Topps will be printing on the white stock like the hockey and will randomly insert gold foil cards, 1 per box. The very popular Topps Stadium Club will be issued in three different series next year instead of two.

As far as basketball goes, it looks like Upper Deck has completely outdone the competition. Since there are only four major sets (Fleer, Hoops, Skybox and Upper Deck), the competition wasn't even there. The Upper Deck set is a real keeper like the rest of their sets.

DC has announced their Comic Cards (as seen in Issue #4) have been delayed one month. For some good news, the Jim Lee X-

Men cards are on schedule for a February, 1992 release. There will be 100 cards in the set with a first ever gold foil hologram. There will be Jim Lee cards randomly signed throughout the packs, so good luck. As seen here we got a sneak peek at the packs (unfortunately, without cards in them). There will be six cards to a pack, 36 packs to a box, and 20 boxes in a case. The holograms will be randomly placed in the boxes, approximately one for every 10 packs.

The categories are broken down as follows: Heroes (40), Villains (30), Teams (10), Allies (5), Ex-X-Men (5), Danger Room (9), and one Checklist card.

Here's an update on the progress of Marvel Series III. They are scheduled for an end of May release with the new categories to include Team-Ups, War Origins, Milestones and Cosmic Beings. The set will be a whopping 200 cards!

See you next month with some more exciting news on the card front. If you wish to write me and let me know some inside info or just want to say hello, send me a letter at The Wizard of Cards, PO Box 434, Morsey NY 10952-0434.



MARVEL UNIVERSE

THE OFFICIAL TRADING CARDS OF THE MARVEL SUPER HEROES

SERIES I

FULL SET 29.00
5 CARD HOLOGRAM SET 43.00
Diamond Preview uncut sheet 25.00

HOLOGRAMS

MH1 Cosmic Spider-Man 11.00
MH2 Magneto 9.00
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MH4 Wolverine 9.00
MH5 Spider-Man vs. the Green Goblin 9.00

SUPER HEROES

1 Captain America 30
2 Spider-Man (black costume) 45
3 Hulk 20
4 Devil 20
5 Nick Fury 20
6 Thing 15
7 Professor X 45
8 Cyclops 35
9 Marvel Girl 10
10 Wolverine 10
11 Phoenix 25
12 Power Man 15
13 Doctor 15
14 Dagger 20
15 Quasar 25
16 Sub-Mariner 25
17 Hulk (gray) 25
18 Thor 15
19 Mr. Fantastic 15
20 Black Panther 15
21 Archangel 55
22 Iceman 40
23 Wolverine (jag costume) 25
24 Storm 25
25 Shadowcat 25
26 Moon Knight 15
27 Lockheed 20
28 Aunt May 15
29 Spider-Man 65
30 Cosmic Spider-Man 50
31 Captain America's Motorcycle 15
32 Silver Surfer 90
33 Human Torch 15
34 Dr. Strange 15
35 Hawk 60
36 Colossus 75
37 Wolverine (patch) 50
38 Nightcrawler 30
39 She-Hulk 15
40 Captain Britain 15
41 Rogue 45
42 Iron Man 15
43 Invisible Woman 15

44 Punisher's War 15
45 Long Shot 40
46 Beast 30
47 Punisher 40
48 Storm (old costume) 20
49 Elektra 15
50 Cloak 15
51 Wasp 15

SUPER VILLAINS

52 Kingpin 15
53 Baron Zemo 15
54 Loki 15



55 Juggernaut 40
56 Nightmare 10
57 Sabretooth 80
58 Elektra 90
59 Dr. Octopus 15
60 Dr. Doom 25
61 Ultron 15
62 Electro 15
63 Magneto 70
64 Batfist 15
65 Mr. Sinister 15
66 Sandman 15
67 Lizard 15
68 Mole Man 15
69 Dormammu 15
70 Leader 15
71 Blob 15
72 Black Cat 15
73 Venom 125
74 Green Goblin 25
75 Galactus 15
76 Mandarin 15
77 High Evolutionary 15
78 Mephisto 15
79 Thanos 125
80 Apocalypse 15

ROOKIES

81 Red Skull 15
82 Ghost Rider 250
83 Deathlok 100
84 Guardians of the Galaxy 20
85 New Warriors 30
86 Nomad 20
87 Foodkiller 35

FAMOUS BATTLES

88 Hulk vs. Thing 15
89 Fantastic Four vs. Galactus 15
90 Fantastic Four Dr. Doom 15
91 Thor vs. Surfer 15
92 Spider-Man vs. Kraven 15
93 Spider-Man vs. Doc Ock 15
94 Daredevil vs. Bullseye 15
95 Daredevil vs. Kingpin 15
96 Silver Surfer vs. Mephisto 15
97 Captain America vs. Red Skull 15
98 Dark Phoenix 20
99 X-Men vs. Asgardians 15
100 X-Men vs. Magneto 15
101 Fantastic Four vs. X-Men 15



102 Fall of the Mutants 15
103 Evolutionary Wars 15
104 Atlantis Attacks 15
105 Acts of Vengeance 15
106 Spider-Man vs. Venom 30
107 Fury vs. Hydra 15
108 Armor Wars 15
109 Daredevil vs. Wolverine 25
110 Daredevil vs. Punisher 25
111 Spider-Man vs. Green Goblin 25
112 Spider-Man vs. Hobgoblin 1
113 Hulk vs. Wolverine 25

114 Hulk vs. Spider-Man 15
115 Captain America vs. Wolverine 30
116 Surfer vs. Thanos 60
117 X-Factor vs. Apocalypse 15
118 X-Men vs. Freedom Force 15
119 Wolverine vs. Sabretooth 40
120 X-Men in Savage Land 15
121 Iron Man vs. Titan Man 15
122 Thor vs. Loki 15
123 Kree/Skull 15

M.V.C.

124 Fantastic Four #1 15
125 X-Men #1 15
126 Amazing Fantasy #15 15
127 Punisher #1 15
128 Journey into Mystery #63 15
129 Amazing Spider-Man #129 15
130 Avengers #1 15
131 Amazing Spider-Man #1 15
132 Giant-Size X-Men #1 15
133 Wolverine Ltd. Series #1 15
134 Incredible Hulk #161 15
135 Tales of Suspense #39 15
136 Avengers #4 15

TEAM PICTURES

137 Fantastic Four 15
138 Avengers 15
139 X-Men 20
140 X-Men (old team) 20
141 Cloak & Dagger 15
142 New Mutants 15
143 X-Factor 15
144 Excalibur 15
145 Bro. of Evil Mutants 15
146 Sinister Six 15
147 Hellfire Club 15
148 Alpha Flight 15

SPIDER-MAN PRES

149 Spider-Man 15
150 Dr. Doom 15
151 Doc Ock 15
152 Hulk 15
153 Silver Surfer 15
154 Thor 15
155 Punisher 15
156 Mephisto 15
157 Captain America 15
158 Dr. Strange 15
159 Iron Man 15
160 Wolverine 15
161 Stan Lee 20
162 Checklist 15

MARVEL UNIVERSE

THE OFFICIAL TRADING CARDS OF THE MARVEL SUPER HEROES

SERIES II

FULL SET	14.50
5 CARD HOLOGRAM SET	40.00
5 CARD X-FORCE SUBSET	11.00
DIAMOND PREVIEW	
UNCUT SHEET	18.00

TEAM PICTURES

CABLE	4.25
TEAM	3.50
SHATTER STAIR	2.50
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DEADPOOL	2.00

TEAM PICTURES

H-1 SPIDER-MAN	10.00
H-2 HULK	7.00
H-3 PUNISHER	10.00
H-4 DR. DOOM	10.00
H-5 FANTASTIC FOUR & THE MOLE MEN	8.00

TEAM PICTURES

1. SPIDER-MAN	30
2. DAREDEVIL	10
3. THING	10
4. MARVEL GIRL	25
5. PHOENIX	20
6. NAMOR	10
7. MR. FANTASTIC	20
8. ICEMAN	10
9. SHADOWCAT	10
10. HUMAN TORCH	10
11. NIGHTCRAWLER	20
12. CAPT. BRITAIN	10
13. IRON MAN	10
14. PUNISHER	25
15. CABLE	85
16. DEATHLOCK	30
17. GAMBIT	55
18. PSYLOCKE	15
19. VISION	10
20. HAWKEYE	10
21. SILVER SABLE	10
22. NIGHT THRASHER	15
23. PUCK	10
24. UNION JACK	10
25. QUICKSILVER	10
26. SCARLET WITCH	10
27. HYAKU	20
28. IRON FIST	15
29. ADAM WARLOCK	25
30. WONDER WOMAN	10
31. SASQUATCH	10
32. FIRESTAR	10
33. DEATH'S HEAD	10
34. SPEEDBALL	10
35. U.S. AGENT	20
36. BANSHEE	15

37. MEGAN	15
38. JUBILEE	15
39. GHOST RIDER	60
40. BEAST	15
41. INVISIBLE WOMAN	10
42. ROGUE	20
43. SHE-HULK	15
44. DR. STRANGE	10
45. SILVER SURFER	35
46. STORM	15
47. ARCHANGEL	40
48. THOR	15
49. QUASAR	10



50. WOLVERINE	55
51. CYCLOPS	15
52. NICK FURY	10
53. HULK	20
54. CAPTAIN AMERICA	20

TEAM PICTURES

55. KINGPIN	15
56. SABRETOOTH	40
57. MAGNETO	20
58. VENOM	50
59. GALACTUS	20
60. MANDARIN	10
61. CHAMELEON	10
62. SUPER SKRULL	15
63. GRIM REAPER	10
64. MOJO	15
65. FIN FANG ROOM	15
66. JIGSAW	15
67. TOMBSTONE	10
68. ULK	10
69. BARON STRUCKER	10
70. MYSTICO	10
71. SAURON	10
72. ANHILUS	10
73. RHINO	20
74. ABSORBING MAN	10

75. DR. OCTOPUS	10
76. BARON MORDO	10
77. SARACEN	10
78. NIGULA	15
79. PUMA	15
80. DEATHWATCH	15
81. KANG	10
82. BLACKOUT	15
83. CALYPSO	10
84. ULTRON	10
85. THANOS	45
86. HOBGOBLIN	20
87. LIZARD	10
88. DR. DOOM	20
89. LOKI	10
90. RED SKULL	10

TEAM PICTURES

91. SPIDER-MAN/VENOM	25
92. FANTASTIC FOUR/SKRULL	10
93. WOLVERINE/SABRETOOTH	35
94. SILVER SURFER/GALACTUS	15
95. DAREDEVIL/ELECTRA	10
96. AVENGERS/KANG	10
97. HUMANITORS/SUBMARINER	10



98. SPIDER-MAN/HOBGOBLIN	15
99. CAPT. AMER. BARON ZEMO	10
100. PUNISHER/JIGSAW	10
101. X-FACTOR/APOLCALYPSE	10
102. PUNISHER/KINGPIN	15
103. THING/HULK	15
104. DAREDEVIL/BULLSEYE	10
105. SPIDER-MAN/DOCTOR OCTOPUS	10
106. X-MEN/SENTINELS	15
107. FANT. FOUR/GALACTUS	15
108. WOLVERINE/HULK	10
109. GHOST RIDER/DEATHWATCH	15
110. DR. STRANGE'S MORDO	10
111. NICK FURY'S STRUCKER	10
112. SPIDER-MAN/LIZARD	10
113. SILVER SURFER/THANOS	40

114. AVENGERS/ULTRON	10
115. CAPT. AMER./RED SKULL	10
116. DAREDEVIL/PUNISHER	15
117. X-MEN/MARAUDERS	20
118. IRON MAN/MANDARIN	10
119. HULK/LEADER	10
120. THOR/LOKI	10
121. SPIDER-MAN/J. JAMESON	10
122. THOR/HULK	10
123. SILVER SURFER/MYSTIC	15
124. FANTASTIC FOUR/DOOM	10
125. X-MEN/MAGNETO	15
126. DAREDEVIL/KINGPIN	10

TEAM PICTURES

127. CAPT. SHIELD	10
128. THOR'S HAMMER	10
129. DAREDEVIL'S BULLY CLUB	10
130. ULTIMATE NULLIFIER	10
131. SPIDEY'S WEB SHOOTERS	10
132. PUNISHER'S ARSENAL	15
133. IRON MAN'S ARMOR	10
134. INFINITY GEMS	25
135. QUASAR'S QUANTUM BANDS	10
136. DR. OCTOPUS' ARMS	10
137. MANDARIN'S RINGS	10
138. WOLVERINE'S CLAWS	25

TEAM PICTURES

139. CAPT. MARVEL	15
140. BUCKY	10
141. GREEN GOBLIN	15
142. ORIG. GHOST RIDER	50
143. KRAVEN	10
144. DARK PHOENIX	15

TEAM PICTURES

145. OUTRO/TEAM	30
146. SLEEPWALKER	20
147. PAGE	20
148. X-FORCE	60
149. NEW FANTASTIC FOUR	35

TEAM PICTURES

150. FANTASTIC FOUR	10
151. AVENGERS	15
152. AVENGERS WEST COAST	10
153. X-MEN	30
154. X-FACTOR	20
155. EXCALIBUR	15
156. NEW WARRIORS	20
157. MASTERS OF EVIL	10
158. MARAUDERS	15
159. POWER RATINGS 1	15
160. POWER RATINGS 2	10
161. POWER RATINGS 3	10
162. CHECKLIST	30

STAR TREK

HOLOGRAMS

- H-1 Kirk's Enterprise 68.00
H-2 Picard's Enterprise 65.00

FULL SET

- 1 Where No Man Has
Gone Before 20
2 The Last Outpost 10
3 Space Seed 35
4 Where No One Has
Gone Before 10
5 Corbomite Maneuver 30

- 43 Return of The Archons 10
44 Measure of A Man 10
45 Taste of Armageddon 20
46 The Dauphin 10
47 This Side of Paradise 10
48 Contagion 10
49 Devil in the Dark 10
50 The Arsenal of Freedom 15
51 Brand of Mercy 30
52 Son of Evil 35
53 City on the Edge of Forever 45
54 Heart of Glory 10
55 Operation-Annihilate 10
56 Coming of Age 10
57 Catspaw 10
58 When the Tough Breaks 10
59 Metamorphosis 10
60 Home Soil 10
61 Friday's Child 10
62 11001001 10
63 Who Mourns For Adamals? 10
64 Angel One 10
65 Amok Time 15
66 Loud As A Whisper 10
67 Doomsday Machine 30
68 Unnatural Selection 10
69 Wolf in the Fold 35
70 Matter Of Honor 30
71 The Changeling 10
72 The Royale 10
73 Mirror, Mirror 45
74 The Child 10
75 The Deadly Years 30
76 Pen Pal 10
77 Trouble With Tribbles 30
78 Time Squared 20
79 Bread and Circuses 10
80 The Icarus Factor 10
81 The Apple 10
82 Warp Drive 20
83 Transporter 10
84 The Continuing Voyages 10
85 Tribbles 15
86 Place For Families 10
87 Communications 10
88 The Prime Directive 10
89 Communicators 10
90 U.S.S. Enterprise 20
91 Recorder 10
92 U.S.S. Enterprise 15
93 Phasers 15
94 Delium Crystals 15
95 Spock 40
96 Ten-Forward 10
97 James T. Kirk 30
98 Transporter 10
99 Pavel Chekov 15
100 Shuttlecraft 10
101 Sulu 15
102 Diagnostic Bed 10
103 Montgomery Scott 15
104 Defensive Shields 10
105 Uhura 10
106 Holodeck 10
107 Leonard McCoy 30
108 Medical Recorder 10
109 Vulcan 10
110 Deuteron War 15
111 Klingons 25
112 Geordi La Forge 15
113 Gorn 30

- 114 Deanna Troi 15
115 Talosians 10
116 Beverly Crusher 15
117 Captain James Kirk 45
118 The Ferengi 10
119 Commander Spock 30
120 Wesley Crusher 15
121 "Scotch" 15
122 Guinan 10
123 "Bones" 15
124 Captain Jean-Luc Picard 35
125 Andarons 10
126 William T. Riker 25
127 Uhura 15
128 Romulans 20
129 Pavel Andreievich Chekov 15
130 Patrick Stewart 10
131 Wordclinger 10
132 Jonathan Frakes 10
133 Enemy Unseen 10



- 6 Haven 10
7 Mudd's Women 15
8 Code of Honor 10
9 Enemy Within 10
10 The Naked Now 15
11 The Man Trap 10
12 Encounter At Farpoint 35
13 The Naked Time 20
14 Lonely Among Us 10
15 Charlie X 10
16 Justice 10
17 Balance of Terror 35
18 The Battle 15
19 Little Girls Made Of? 10
20 Hide And Q 30
21 Dagger of the Mind 10
22 Too Short A Season 10
23 Mri 10
24 The Big Goodbye 10
25 Conscience of The King 10
26 Datalore 15
27 The Galileo Seven 10
28 Symbolism 10
29 Court-Martial 10
30 We'll Always Have Paris 10
31 The Monogenesis 15
32 The Neutral Zone 10
33 Shore Leave 10
34 Where Silence Has Lease 10
35 Squire of Gothos 35
36 Conspiracy 15
37 Arena 20
38 Elementary, Dear Data 10
39 Alienware Factor 10
40 Outrageous Okona 10
41 Tomorrow is Yesterday 10
42 The Schizoid Man 10



- 134 Michael Dorn 10
135 The Argon Affair 10
136 Marina Sirtis 10
137 Fast Friends 10
138 Levar Burton 10
139 Ganel 10
140 Brent Spiner 25
141 A Piece of the Action 10
142 Will Wheaton 10
143 The Pandora Principle 10
144 Gates McFadden 10
145 Amok Time 10
146 Doomsday World 10
147 Journey to Babel 10
148 The Dervish 10
149 Phasers 15
150 The Gift 10
151 Devil in the Dark 10
152 The Weapon 10
153 Beaming Down 10
154 Contamination 10
155 Ghost-Walker 10
156 Eyes of The Beholders 10
157 Home Is The Hunter 10
158 Exiles 10
159 Star Trek Checklist 10
160 Next Generation Checklist 10

PICKS FROM THE WIZARD'S HAT



**HERE'S A LISTING OF THE HOTTEST
BOOKS SHIPPING IN DECEMBER**

WARLOCK AND THE INFINITY WATCH #1



Shipping Date: Dec. 17th

Artist: Angel Medina

Writer: Jim Starlin

Cover Price: \$1.75



Thanos has been defeated, but the Gauntlet has not. Following the cosmos-shaking events in the *Infinity Gauntlet*, Adam Warlock gains possession of the Infinity Gauntlet, which begins to drive him mad. Soon, the cosmic deities of the Marvel Universe gather and pass judgement on Warlock, leading up to the formation of the Infinity Watch: A group of beings (some of Warlock's supporting cast) who will each be given one of the Infinity Gems, hoping that the Gauntlet will never be reformed! **Recommended.**

HEARTS OF DARKNESS #1

Shipping Date: Dec. 10th

Artist: John Ronita Jr.

Writer: Howard Mackie

Cover Price: \$4.95



Ghost Rider... Wolverine... Punisher... what do those three names have in common? (well, yes, they all make lots of money for Marvel but that's not it) **EXCITEMENT!!** These three of the biggest names in comics unite to take

on one of Marvel's most insidious villains, Mephisto! What would possess these three heroes to take on such a suicidal quest? The other villain of this special: Blackheart, who just happens to be the Demon Lord Mephisto's son! It

would appear Blackheart has promised to answer each one of the heroes' great unanswered questions in exchange for the death of the Demon Lord. Considering the power of Mephisto, this may prove to be our heroes last stand...



BATMAN: MASTER OF THE FUTURE



Shipping Date: Dec. 24th

Artist: Barreto

Writer: Augustyn

Cover Price: \$5.95

"Elseworlds" continues in this sequel to 1989's *Gotham By Gaslight*. At the turn of the century a master scientist, using one of his creations, devastates Gotham City and the Batman rushes to the rescue, determined to do whatever he can. This one shot book is the fourth of DC's widely popular "Elseworlds" series, which explores DC's legendary heroes in other times and settings. Printed on high quality paper in the prestige format.



RAI #1



Shipping Date: Dec. 6th
Artist: Paul Creddick
Writer: David Micheline
Cover Price: \$1.95



Fresh from his successful back-up stories from *Magnus: Robot Fighter*, the spirit guardian of Japan 4001 AD stars in his own ongoing monthly series! Honed to the ultimate human specimen and trained in a mysterious fighting technique, Rai also possessed superhuman speed, skill and steel-smashing strength. He'll need all this plus his arsenal of ancient weapons forged from pure energy to defend the motherland from the murderous evil of Icespike! Not to be missed.

STAR WARS: DARK EMPIRE #1



Shipping Date: Dec. 22
Artists: Tom Veitch
Writers: Cam Kennedy
Cover Price: \$2.95

Return to a familiar galaxy. A galaxy far, far away. But perhaps six years after *Return of the Jedi*, it's not so familiar. The rebel alliance has since formed a new republic which governs over three quarters of the galaxy. The Old Empire is torn apart by civil war and the constant attacks by the rebel forces. On one such attack, Jedi Master Luke Skywalker and Lando Calrissian are shot down over the old Imperial Capital. When word of this reaches Han Solo, he along with Princess Leia, Chewbacca and the droids set off to the rescue! But something else is headed in that direction, something sinister... something that wants Luke Skywalker...



LOBO SLIPCASE PACKAGE



Release Date: Dec. 10th
Cover Price: \$29.87

This set, just in time for the holidays, is a Lobo fan's dream come true. It contains the award winning "Last Czarnian" mini series in trade paperback form, along with "Lobo's Greatest Hits," featuring some of Lobo's earliest appearances from the pages of Omega Men, Justice League, Mister Miracle, Superman and L.E.G.I.O.N. with new bridging material provided, all packaged in an exclusive bookshelf quality slipcase. The third paperback includes the never before seen "Wisdom of Lobo," written by none other than the main man himself! All with new covers painted by Simon Bisley! Cool Stuff.



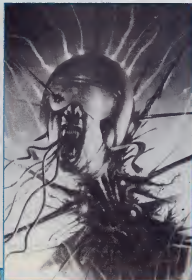
© 1991 Marvel

THE THING #1

Shipping Date: Dec. 15th
Artists: John Higgins
Writer: Chuck Pfarrer
Cover Price: \$2.95



MacReady is ready to die. All his friends are dead. His camp is destroyed. There's no equipment and he's thousands of miles from nowhere, stranded in an arctic tomb. Yes, he's ready to die, but first he's going to take that... Thing... with him! That's right, Dark Horse, king of the movie comics, picks up where John Carpenter's horrific 1982 film *The Thing* left off. Can MacReady destroy the frozen remains of the creature, and why does that sound too easy? "Why don't we just sit here and see what happens?" That's the famous last line of the movie, and where this little gem picks up!



© 1991 Marvel

Alien Nation: Public Enemy #1
Adventure \$2.50
This mini series tells the tale of the conflict aboard the slave ship that caused it's historic set-down on Earth.

Aliens: Genocide #2
Dark Horse \$2.50
The Colonial Marines, in all-new battle gear, prepare to invade an entire world of perfect killing machines (yep- Aliens).

Aquaman #3
DC Comics \$1.00
Poseidonis is under attack by hundreds of sharks who won't obey Aquaman's telepathic commands. Introducing Iqula, a new hero.

Avengers #344
Marvel \$1.25
The Kree gear up for a new war, this time against the Shi'ar!

Batman #474
DC Comics \$1.00
Destroyer #1 of 3- As Batman investigated destroyed buildings throughout Gotham City, the story continues into Batman's other titles.

Captain America #397
Marvel \$1.25
Cap confronts all of his deadliest enemies: The Red Skull, Crossbones, Cutthroat and The Viper!

Daredevil #301
Marvel \$1.25
With the Kingpin gone, DD must stop the Owl from taking the old crime lord's place.



Aquaman #3



Deathstroke #7



Enemy Within #2

Darkhawk #12
Marvel \$1.25
Heart of the Hawk pt 3- Tombstone rips the Darkhawk amulet right off of Chris's chest!

Deathstroke the Terminator #7
DC Comics \$1.75
City of Assassins pt 2- The Terminator kidnaps a mob witness to protect him from assassins, but can he protect him from the Batman? Cover by Mike Zeck.

The Demon #20
DC Comics \$1.50
Etrigan confronts the powerful Golden Knight, the defender of the only means of escape from the Beyond Region.

Dinosaurs Attack! #1
Eclipse \$3.50
Based on the Topps trading card series, a time-travel experiment goes haywire, bringing hordes of hungry dinosaurs into our world.

Excalibur Special Edition
Marvel \$4.95
When an evil scientist actually revives Galactus's dead herald Gabriel, Excalibur is in for a surprise if they think they can defeat him.

Freddy's Dead: The Final Nightmare #3-D
Innovation \$2.50
This third book in the adaption of the movie is presented in 3-D, just like the last third of the movie.

Ghost Rider #22
Marvel \$1.75
Ghost Rider hunts for Death-watch, leaving Danny's friends at the mercy of ninja assassins!

PICKS FROM THE WIZARD'S HAT

Harbinger #3

Valiant \$1.95
The group will need the help of their new member, Ax, to fight the alien shock troops looking for X-O Manowar.

Hawkworld #20

DC Comics \$1.50
Hawkman must stop the menace of Smif'beau, an alien bounty hunter.

Hellblazer #50

DC Comics \$3.00
Constantine meets his greatest foe, the Lord of Vampires.

Justice League America #59

DC Comics \$1.00
Maxwell Lord, now under control of Dreamslayer, causes a civil war within the League.

L.E.G.I.O.N. '92 #36

DC Comics \$1.50
Lobo may be dead, but that's not going to stop him from thrashing the Ice Man! Meanwhile, Vril Dox proposes to Ig'nea.

Magnus: Robot Fighter #10

Valiant \$1.95
In their most desperate hour, the government of North Am is forced to turn to Xyrkol for help.

Marvel Comics Presents #95

Marvel \$1.50
This issue features part 3 of the 6-part Wolverine story, and part 6 of the 8-part Ghost Rider/Cable team-up. Cover by Sam Keith.

New Titans #83

DC Comics \$1.75
It's Jericho vs his father, Deathstroke the Terminator, to the death, with the fate of the Titans in the balance.



Excalibur Special



Eye For An Eye



New Warriors #20

New Warriors #20

Marvel \$1.25
This issue's events lead to a change in the team, as Marvel Boy has a violent and tragic confrontation with his father.

OMAC #4

DC Comics \$3.95
If OMAC repairs the damages to the time stream, he may be killing himself. By John Byrne.

Predator: Cold War #4

Dark Horse \$2.50
The battle is finally taken to the Predator's downed spacecraft. Also, if this is Siberia, then why is it so hot?

Punisher #60

Marvel \$1.25
Punisher is under attack! Punisher is hurt! Punisher is... black? Guest starring Luke Cage.

Punisher: Eye for an Eye

Marvel \$9.95
Reprinting the first three issues of Punisher War Journal by Jim Lee, and featuring a new Jim Lee and Carl Potts interview.

Quasar #31

Marvel \$1.25
Does anyone remember Marvel's New Universe from a few years ago? Quasar does—he's trapped there!

Ragman #5

DC Comics \$1.50
After Ragman completely loses control of himself and slaughters an entire street gang, does the Golem of Gotham City really want to fight him?

Robin II: The Joker's Wild #4
 DC Comics \$1.50
 Robin finally comes face to face with the Joker—the arch-villain of the Dark Knight who killed the previous Robin. Can he truly defeat him? Direct market version features a hologram cover.

Solar, Man of the Atom #7
 Valiant \$1.95
 First Strike pt 3 of 4—The saga of the two-millennia war continues by Jim Starlin with Bob Layton art. Also, Solar's origin tale by Barry Windsor Smith continues.

Star Trek: Debt of Honor
 DC Comics \$24.95
 Chris Claremont (of X-Men fame) wrote this story from Captain Kirk's distant past.

Star Trek VI: The Undiscovered Country
 DC Comics \$2.95
 DC Comics adapts the sixth and final Star Trek movie. The prestige format edition features exclusive photos from the film.

Superman: The Man of Steel #8
 DC Comics \$1.00
 Before he can rescue Lois Lane from Cerebus, Superman must fight Jolt and Blockhouse.

Terminator: Enemy Within #2
 Dark Horse \$2.50
 Is it really possible to separate Dudley from his Terminator half? Will they have enough time to do it before Terminator C890.L catches up to them?



Debt of Honor



Wonderman #3



X-Men #5

Twilight Zone Vol 2 #4
 Now \$1.95
 A mysterious motorcyclist terrorizes a small town in this issue's tale of horror.

Uncanny X-Men #285
 Marvel \$1.25
 The mystery of the Predator in the Dark is revealed, and Bishop gets more involved. Art by Whike Portacio and written by John Byrne.

Wonder Man #6
 Marvel \$1.25
 Who can help Wonder Man fight Rampage? Perhaps Beast of the X-Men!

X-Factor #75
 Marvel \$1.75
 Not only is a new super villain team, the Nasty Boys, introduced in this issue, but X-Factor must stand before the U.S. Senate!

X-Force #7
 Marvel \$1.25
 Rain of Evil pt 3 of 3—Its the final showdown between X-Force and the new Brotherhood of Evil Mutants! By Liefeld and Nicieza.

X-Men #5
 Marvel \$1.25
 Featuring the return of Longshot, just in time to help the X-Men fight Mojo. Art by Jim Lee and written by John Byrne.

X-O Manowar #2
 Valiant \$1.95
 The origin of X-O continues as Aric attacks the alien advance force with barbaric fury and awesome firepower. Written by Jim Shooter, art by Bob Layton.

ANSWER PAGE

C.B.I.Q. - 1)D 2)B 3)C 4)C 5)B 6)D 7)A 8)D 9)D 10)C 11)C 12)A 13)C
14)B 15)D 16)A 17)A 18)D 19)B 20)C 21)B 22)A 23)A 24)D 25)C 26)B
27)A 28)A 29)C 30)A.

From Pages 62 & 63

WORD JUMBLE ANSWERS

1	OMAC	11	FIRESTAR
2	RAGMAN	12	WAVERIDER
3	JUGGERNAUT	13	HOBGOBLIN
4	ELECTRO	14	GALACTUS
5	DEADMAN	15	GHOSTBUSTERS
6	WENDIGO	16	QUICKSILVER
7	ROBOCOP	17	HUNTRESS
8	OVERMIND	18	LONGSHOT
9	GUY GARDNER	19	PLASTIC MAN
10	CONSTRUCTOR	20	BLACKLASH



ECBCFHPPCQFIRESTORM
UNATISUEFIVESEVEN
RDMRGHEWODCPAALFS
IPQIEBBCLOVEDTLAMJ
AACGEIEKJOKHIGICKOM
NOQRSDAOTACEPKYR
SEBEATUCHKHYEERFE
CTLNLXKQODTALCADO
MAOBANOMSEANCARMA
OCTPCHLEEFJUTBAGEV
BIOCTBULERANKDRTNLI
GHEVYVHCOTORAANIOT
MEALETRDGTIMUEKRI
CARDINACHYOXLEORNA
MNOCCGEMOLOPLSJEHO
REGOROMMANUSCEMFK
LOKOKUPOINCTANEDAS
KEYCABNOJOKTIRROCCM
RAPRNLAPOWOONEEINEA
TSSEIUPOOENROBINNO
ANETZETHKODFRIANAKT
LIEHATHSTROKEBNHTIS
NYCORTLLECTIBHLEPSE
WHILDCERPOKOKOKRATR
ACLOJIMLETCHONARCHI
FRSHINUPQUSTONARDF

Comic book collectors place a great deal of importance on the #1 issues; since, it's tricky to determine whether a book will succeed. You have to choose your comics very carefully and wisely.

#1 issues have been known to appreciate considerably when a series becomes very popular. Here we have compiled for you all the #1 issues shipping for December. Happy Hunting!



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©1997 Valiant

TITLE	PUBLISHER
Agent Liberty Special #1	DC Comics
Alien Nation: Public Enemy #1	Adventure
Batman vs Predator #1	DC Comics
Bozo the Clown #1	Innovation
Cages #1	Tundra
Captain Harlock Christmas Special #1	Eternity
Dare the Impossible #1	Fltwy/Quality
Defenders of Dynatron City #1	Marvel
Dinosaurs Attack! #1	Eclipse
Diva's #1	Caliber
Dragonfire #1	Night Wynd
Electric Ballet #1	Caliber
Evil Ernie #1	Eternity
Gamepro Vol 4 #1	IDG
Grimm's Fairy Tales #1	Eclipse
H.P. Lovecraft's Cthulhu #1	Millennium
Judge Dredd's Hardcase Papers Vol 1	Fltwy/Quality
Kid N Play #1	Marvel
Lovecraft: The Lurking Fear #1	Adventure
Maze Agency Christmas Special #1	Innovation
One Mile Up #1	Eclipse
Rai #1	Valiant

TITLE	PUBLISHER
The Ray #1	DC Comics
Santa Claws #1	Eternity
Sports Classic: Babe Ruth #1	Personality
Star Wars: Dark Empire #1	Dark Horse
Superior Seven #1	Imagine This
The Thing #1	Dark Horse
Warlock and the Infinity Watch #1	Marvel
Warlord #1	DC Comics



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COLLECTING COMICS IN THE 90s

By Pat McCallum

Hello, and welcome to another edition of Collecting Comics in the 90s. This month we're going to take a look at one of the most controversial subjects of comic collecting, how a price guide works.

The major questions that everyone asks are: How do you arrive at the values? and What determines this price level? Well, this is why Wizard The Guide To Comics was created. To educate the comic book collector on the multi-facets of the comic book industry, especially the back issue market.

We arrive at our comic values a few ways. We have people located all around the country as well as foreign countries, that go to many stores and shows around their area. They then report back to us, completely objectively on the pricing of the titles. We also deal directly with a large number of comic book retailers who keep us completely updated on the hottest and coldest selling titles. Finally, we receive thousands of letters on a weekly basis from collectors like yourself informing us of prices and hot books in their area.

All this information we receive is compiled and processed to help us inform you of all the trends and currents in the offer market of comic collecting.

In Wizard, the information on your comic values can be seen

many ways. We have placed a colored bar overprinting the books which have gone up in value over the last issue of Wizard. We also placed a gray bar over the book that have decreased in value since the last issue of Wizard. This way, by just flipping through the pages of the guide you can tell instantly whether it went up, down, or stayed at the same price level.

Wizard is only a guide for you to follow, price will vary on comics depending on what region of the country you're from and most importantly the condition of the book. You can expect to pay higher prices for a book in mint condition, the values in the guide represent the most common grade of near mint.

A section like the "Top Ten" was created to show you what were the hottest titles asked for and demanded across the country. So if you follow this section, you'll be in touch with the majority of collector's. There are, however, many books which we feel do not get close to the recognition they deserve, that is why we created a section like "Picks from the Wizard's Hat" and "Wizard Comic Watch", to recognize those books which might ordinarily get skipped over.

If you would like to send us some trends that you have been noticing or wish to scout for us, drop us a line. Write to: Wizard Press Submissions Dept. P.O. Box 648, Nanuet, NY 10954-0648.



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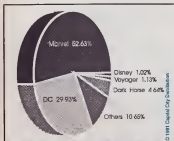
MARKET WATCH

canny X-Men, while Rob Liefeld keeps wowing the fans with his X-force title. Not to be outdone, fan favorites Peter David and Larry Stroman have turned X-Factor into one of the coolest books to tread. Check it out!

★ And as for the often forgotten mutant title Excalibur, Alan Davis is returning it to its former glory. For those of you who never picked up the book or stopped when the team of Neary & Davis left, it's definitely worth reading now. It's a great mix of action, adventure and humor with superb writing and art.

★ The prices continue to climb on all the Infinity Gauntlet related titles, including all the older appearances of Thanos, Drax and Adam Warlock. Attribute this continued popularity to "Adam Warlock and the Infinity Watch," the new ongoing series by Jim Starlin. The continued success of Marvel's cosmic books seems assured, and the price jumps seem almost infinite.

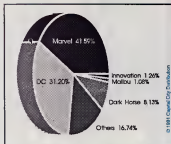
★ Has anyone noticed that all of Valiant's titles are slowly climbing up the price charts? Magnus: Robot Fighter, Solar and X-O Manowar all continue to gain value and readers. Amid all the Marvel/DC/Dark Horse hype, Valiant appears to be a wild card in the deck.



October 1991 Piece Share of the comics' market, according to Capital City Distribution.

★ As expected, Marvel's X-Books are still on top of the industry. It would appear Jim Lee is to the X-Men as what McFarlane was to Spider-Man. Prices continue to skyrocket on Lee's early work on Uncanny X-Men, yet his earlier work on Punisher War Journal remains unaffected. Only time will tell if those books will follow the mutants up the sales chart.

★ Marvel's other mutant books are also selling like crazy. While Portacio is turning up the heat on the original mutant book, Un-



October 1991 dollar share of the comics market, according to Capital City Distribution.

★ Other books hot on the up scale include Dale Keown's work on the Incredible Hulk, Sam Kieth's work on Marvel Comics Presents, Liefeld's New Mutants and DC's The Sandman. Keep an extra eye out for the works of hot young artists Dale Keown and Sam Kieth. If you think they're hot now...

★ On the down side, the inevitable has occurred. For the last few months or so, we've reported McFarlane's slow decline of popularity since he left comics. This month shows the effect his departure really has as his early works on Incredible Hulk and Amazing Spider-Man take a bit of a drop. Come on, Todd, we miss you. When are you coming back?

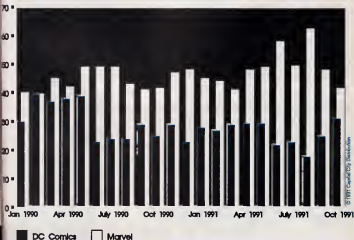
★ The hot news on the horizon is the release of "big guns" from Marvel. Some of the titles include Punisher: War Zone, Silver Sable and Cage: The Legend of Power Man. All of

which deal with (you guessed it) big guns. Sounds like fun.

★ On the DC horizon, big news for Batman fans. As we all know, the three issue Batman vs Predator series has in-bound trading cards, but did you know that issue three of that series has a Todd McFarlane Batman/Predator trading card? How cool is that! A McFarlane Predator! Now if we could get Jim Lee to do a Terminator...

★ The big crossover for this winter is Marvel's "Galactic Storm," which will feature the gigantic Kree/Shi'ar/Skrull war and crosses over into all the Avengers and Avengers-related titles (Captain America, Quasar, etc.). Look for huge sales on this storyline, but don't expect too much on the price charts. For the Avengers to really get hot, they're gonna need a lot more than just an intergalactic war.

PERCENTAGE SHARE FOR JANUARY 1990 TO OCTOBER 1991



We keep a very close watch on all the hottest books trading hands throughout the country. Here we have listed for you the 10 most commonly sold and demanded comics.

1

New Mutants #87

Artist: Rob Liefeld

Writer: Louise Simonson

Congratulations Rob! It took five months on the Top 10 chart, but the first appearance of Cable could not be held back. Even with a pretty hefty price tag attached (currently clocking in at a cool \$52.00), the comic fans are swallowing this book whole. There is a wild card thrown into the mix, though. Marvel has recently second printed this book, making it easily available to everyone at an affordable price. Could this hurt the first printing's popularity? Only time will tell as competition really heats up for the #1 spot.



2

Robin II: The Joker's Wild #1

Artist: Tom Lyle

Writer: Chuck Dixon

Blam! Well, as hinted at last issue, Robin was shot down from the #1 spot by the superstar leader of X-Force, Cable. Don't lose faith in the boy wonder, though, as he maintains a strong hold on the #2 position, and can easily recover the #1 spot.



3 X-Men #248

Artist: Jim Lee

Writer: Chris Claremont

Sliding into the #3 position, Jim Lee's first work on the X-Men (in this case, Uncanny) is definitely a contender. After passing such comic giants as X-Men #1 (E), X-Factor #63, X-Force #1 and Uncanny X-Men #281, can Robin #1 and New Mutants #87 hold Jim Lee back?



4 Uncanny X-Men #281

Artist: Whilce Portacio

Writer: John Byrne

Amid all the hype and hysteria surrounding the release of X-Men #1, Whilce Portacio's debut as regular artist on the Uncanny X-Men kinda snuck in and took people by surprise. Reports indicate that dealers under-ordered this book when it came out, making it a highly sought-after book. Another contender for the #1 spot.



5

X-Men #1 (E)Artist: Jim Lee
Writer: Chris Claremont

Still high in the charts, this 8.2 million seller is still very strong on the market. Aside from unbelievable art, vibrant color and a tremendous double gale fold cover, the story is really cool. So for those of you who packed them away in airtight adamantium storage cases, unlock one and give a read. Well worth the time.

6

X-Factor #24Artist: Walt Simonson
Writer: Louise Simonson

The grim Archangel continues his flight up the Top 10 chart, looking to knock a couple of X-Men books off their perches on the way. Aside from keeping a close eye on this hot little number, watch out for X-Factor #23 as well, which has the very first appearance of Archangel, but only a minor one or two-page shot. Issue #24 is the one to look out for.

7

X-Force #1 (Cable Card, White UPC)Artist: Rob Liefeld
Writer: Rob Liefeld

With all the attention on New Mutants #87 (currently holding the #1 position), has the public forgotten all about the premiere issue of Cable's new team? Hardly. Even though this book has slipped a little in the ratings, that's attributed to the fact that everyone (and that includes you) bought X-Force when it first came out, so it's not selling as fast as, say, X-Factor #24, which the public is just really learning about.



8

Uncanny X-Men #201Artist: John Romita Jr. & Willos Portacio
Writer: Chris Claremont

Yikes! When we covered this book in last issue's Wizard Comic Watch, we didn't expect it to explode like this! What makes this book so sizzling hot is the fact that it's Willos Portacio's first ever work on an X-book, and it also introduces us to Cyclops's baby son Nathan, who may or may not be (dram roll please).....CABLE! Yip, that wacky nut may be Cyclops's son (who was taken into the future, and then came back. Wonder if he knew John Connor).

9

Uncanny X-Men #282Artist: Willos Portacio
Writer: John Byrne

Holding its own at the #9 position, the first appearance of the future X-Men Bishop continues to do well in the secondary market. With his no-nonsense attitude, cool mutant power (he can absorb and re-use any powers thrown against him) and mean looks, Bishop is sure to be one of Marvel's superstars on par with the likes of Cable, and we all know what that could mean for this book.

10

Uncanny X-Men #266Artist: Mike Collins
Writer: Chris Claremont

What?? Another Mutant title in the Top 10? Well, it's true. Nationwide, the X-books continue to dominate. The sales charts. Hat's off to Marvel for their X-Dynasty. Anyway, on to the topic here. As previewed in the Wizard Comic Watch, the debut of the Coyote X-Men may be starting at the bottom of the Top 10 chart, but nothing's gonna hold it there for long!

TOP 100

Here's a list of the **TOP 100** comic books for the month **NOVEMBER 1991**. This lists represent the quantity of each title sold according to Diamond Comic Distributors, Inc.

- 1 X-Men #4
- 2 Wolverine #30
- 3 Robin II: The Joker's Wild #2 (Direct)
- 4 Uncanny X-Men #264
- 5 Robin II: The Joker's Wild #3 (Direct)
- 6 Spider-Man #18
- 7 Amazing Spider-Man #358
- 8 X-Factor #74
- 9 Daredevil #300
- 10 Batman vs Predator #1 (Prestige)
- 11 New Mutants #37 2nd
- 12 Amazing Spider-Man #357
- 13 Ghost Rider #21
- 14 X-Force #1 2nd
- 15 Deathlok #7
- 16 Batman vs Predator #1 (News Stand)
- 17 Aliens: Genocide #1
- 18 Lobo Paramilitary Christmas Special
- 19 Marvel Comics Presents #63
- 20 Marvel Comics Presents #64
- 21 Punisher #59
- 22 Punisher #58
- 23 Terminator: Enemy Within #1
- 24 Silver Surfer #61
- 25 New Warriors #19
- 26 Legends of the Dark Knight #26
- 27 War of the Gods #4
- 28 Batman #473
- 29 Incredible Hulk #309
- 30 Predator: Cold War #3
- 31 Robin II: The Joker's Wild #2 (News Stand)

- 32 Sleepwalker #8
- 33 Robin II: The Joker's Wild #3 (News Stand)
- 34 Excalibur #46
- 35 Darkhawk #11
- 36 Punisher War Journal #38
- 37 Nemor #22
- 38 Guardians of the Galaxy #20
- 39 Armageddon: Alien Agenda #3
- 40 Spectacular Spider-Man #184
- 41 Detective Comics #660
- 42 Web of Spider-Man #84
- 43 What If? #33
- 44 Deathstroke The Terminator #6
- 45 Fantastic Four #360
- 46 Thor #443
- 47 Aquaman #2
- 48 Thor #442
- 49 Wonder Man #5
- 50 Captain America #396
- 51 Avengers #343
- 52 Warlord #1
- 53 Iron Man #276
- 54 Justice League America #58
- 55 Robin II: The Joker's Wild #2 (Collectors ed)
- 56 Justice League Europe #34
- 57 Green Lantern #20
- 58 Avengers West Coast #78
- 59 Robin II: The Joker's Wild #3 (Collectors ed)
- 60 Bongatom Men #1
- 61 Superman: The Man of Steel #7
- 62 Marvel Christmas Special
- 63 Spider-Man Saga #3
- 64 Superman #63

- 65 Demon #19
- 66 Original Ghost Rider Rides Again #7
- 67 Ragman #4
- 68 Sandman #34
- 69 Brave & The Bold #2
- 70 New Titans #82
- 71 Adventures of Superman #466
- 72 Wonder Woman #61
- 73 Flash #58
- 74 Moon Knight #34
- 75 Alpha Flight #104
- 76 I.E.G.I.O.N. '92 #35
- 77 Doctor Strange #37
- 78 Action Comics #673
- 79 Quasar #30
- 80 Black Canary #3
- 81 Star Trek: The Next Generation #27
- 82 She-Hulk #35
- 83 Omac #3
- 84 Legion of Super-Heroes #25
- 85 Black Hood #2
- 86 Star Trek #27
- 87 X-O Manowar #1
- 88 Magnus: Robot Fighter #9
- 89 Marvel Super Heroes #8
- 90 Dark Horse Presents #66
- 91 X-Men Classic #67
- 92 Green Arrow #58
- 93 Shield #31
- 94 Web #5
- 95 NFL Superpro #4
- 96 Impact Comics Winter Special
- 97 Legend of The Shield #7
- 98 G.I. Joe #120
- 99 Fly #6
- 100 Teenage Mutant Ninja Turtles #41

TOP 10

Here's a list of the **TOP 10** comic books sold in **NOVEMBER 1990**.

- 1 Spider-Man #6
- 2 Robin #3
- 3 Marvel Comics Presents #72
- 4 Uncanny X-Men #274
- 5 Darkhawk #1
- 6 Detective Comics #627
- 7 Amazing Spider-Man #345
- 8 Ghost Rider #11
- 9 Batman #460
- 10 Legends of the Dark Knight #18

TOP 10

Here's a list of the **TOP 10** comic books sold in **NOVEMBER 1989**.

- 1 Legends of the Dark Knight #5
- 2 Batman #445
- 3 Uncanny X-Men #259
- 4 Amazing Spider-Man #330
- 5 Detective Comics #612
- 6 Wolverine #22
- 7 Aliens vs Predator #3
- 8 Excalibur #20
- 9 X-Factor #52
- 10 Punisher #31

HOW THE PRICE GUIDE WORKS

Compiled in the following Comic Price Guide is the most accurate listing for comic books available on the market today. For the most up to the minute pricing, we are constantly in touch with store owners and show dealers throughout the country, and Wizard "Scouts" are checking prices incognito in stores throughout the country. All comics listed in this guide are for near mint prices. In the

"Grading Your Comics" section found on pages 46 and 47, you will learn how to grade your comics and what percentage they are. Keep in mind that this is only a guide and prices may vary depending upon the location of the comic book dealer, availability of a title and its current popularity. All values are subject to change depending on market conditions.

HOW TO USE THIS GUIDE

When a change in value occurs, it is accompanied by a shaded bar. If a comic increases in value, a colored bar will overlap the title.

Example:

211	3.60
212	4.75
213	5.00
214	9.75

215	3.00
216	3.00
217	3.00
218	2.75
219	2.60

And a Grey Bar represents a price decrease:

220	3.00
221	2.75
222	2.60

ABBREVIATIONS

ARTISTS / WRITERS



BRIAN STELFREEZE

Art Adams AAd
Neal Adams NAd
Brent Anderson BAn
Murphy Anderson MAn
Ross Andru RAn
Jim Aparo JAp
Sergio Aragones SAra
John Arcudi JAra
Terry Austin TAU
Mark Bagley MBag
Kyle Baker KBa

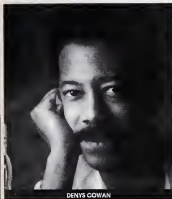
Carl Barks CBa
Mike Baron MBar
Mike W. Barr MBa
Don Barry DBa
Denis Beauvais DBa
Jerry Bingham JBI
Simon Bisley SBI
J.J. Birch JJB
Bret Blevins BBI
Jon Bogdanove JBog
Brian Bolland BBol
John Bolton JBo
Doc Bright DBri
Mark Bright MBri
June Brigman JBr
Pat Broderick PBr
Frank Brunner FBri
Rich Buckler RBu
John Buscema JBu
Sal Buscema SBu
Jeff Butler JBT
John Byrne JBy
Paul Chadwick PCh
Howard Chaykin HCh
Chris Claremont CCl
Dave Cockrum DCo
Gene Colan GCo
Gerard Conway GCy

Denys Cowan DCw
Peter David PDo
Alan Davis aDa
Tom DeFalco TDe
Jamie Delano JDe
Tony DeZuniga TDe
Steve Ditko SDi
Evan Dorkin JDe
Jan Dousema JDu
Jo Duffy JDu
James Fry JFry
Will Eisner WEI
Harlan Ellison HEI
Bill Everett BEV
Duncan Fegredo DGe
Michael Fethter MFri
Frank Frazetta FFri
Ron Frenz RFri
Kerry Gammill KGa
Steve Gerber SGe
Dave Gibbons DGB
Keith Giffen KGif
Dick Giordano DGI
Michael Golden MGo
Nathan Graf NGa
Jeff Grubb JGri
Mike Groll MGri
Jackson Guice JGu

Paul Gulacy PGU
Sam Hamm SHa
Bob Harris BHa
Franz Henkel FHe
John Higgins JHI
Michael Higgins MHI
Adam Hughes AHU
Carmine Infantino Cin
Klaus Janson KJa
Mike Kaluta MKa
Gill Kane GKa
Bob Kanigher BKa



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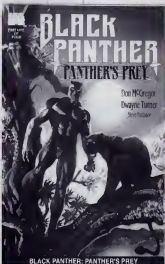
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 170-174 7.50

- 3 Batman/Superman 4.75

WORLD OF KRYPTON

DC COMICS

- 1-4 1.25

WORLD OF METROPOLIS

DC COMICS

- 1-4 1.25

WORLD OF SMALLVILLE

DC COMICS

- 1-4 1.25

WORLD WITHOUT END

DC COMICS

- 1 JH JDe 3.00
 2 JH JDe 2.75
 3-6 JH JDe 2.50

WRATH OF THE SPECTRE

DC COMICS

- 1 3.00
 2 2.75
 3-4 2.50

X-FACTOR

MARVEL

- 1 1 X-Factor, Rusty 10.00
 2 6.00
 3-4 5.50
 5 1/Apocalypse (shadow) 5.50
 6 1/Apocalypse (full time) 5.50
 7 Morlocks 4.75
 8 Freedom Force 4.75
 9 Freedom Force 7.50
 10 WS WS Minutemen 4.75
 11 WS 4.75
 12-14 WS 4.50
 15 WS 1/Wingless Angel 4.50
 16 4.50
 17 WS 1/Pictor 5.00
 18 WS Apocalypse 4.25
 20 WS X-Terminators 2.50
 21-22 WS 4.25
 23 WS
 Cameo Archangel 5.75
 24 WS
 1/Complete Archangel 6.75
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 26 WS FallMutants 3.75
 27-31 WS 3.25
 32 3.25
 33 WS 3.25
 34 WS D Candy S 3.25
 35 3.00
 36 Intemo 3.00
 37 WS Intemo 3.00
 38 WS Intemo 3.00
 39 WS Intemo 3.00
 40 RLD 3.00
 41-43 3.00
 44-48 2.75
 49 Apocalypse vs Loki 2.75
 50 4.50

THE WIZARD'S PRICE GUIDE

51	Siberloch	5.00
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61	X-Force Agenda p6	.50
62	X-Force Agenda p9	1.50
63	WPs 1st Portfolio	11.00
64-65	WPs OCL	1.75
66-67	WPs OCL	1.75
68		3.50
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70		2.50
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71A	2nd print	1.25
72-74	LSI PDs	1.50
75	LSI PDs: 1 Neatly Boys	1.75
ANNUALS 1		4.50
ANNUALS 2		4.00
ANNUALS 3	Apocalypse	3.50
ANNUALS 4		3.00
ANNUALS 5		5.00
PRISONER OF LOVE		
50	Book	4.50

X-FORCE

MARVEL

1A	Rld Rld Black UPC, Circle card	4.50
1B	Rld Rld White UPC, Circle card	5.00
1C	Rld Rld Black UPC, Shiftenin card	3.25
1D	Rld Rld White UPC, Shiftenin card	3.50
1E	Rld Rld Shock UPC, Deadpool card	2.50
1F	Rld Rld White UPC, Deadpool card	2.75
1G	Rld Rld Black UPC, Sunspot card	2.50
1H	Rld Rld White UPC, Sunspot card	2.75
1I	Rld Rld Black UPC, Tumbler card	2.75
1J	Rld Rld White UPC, Tumbler card	3.00
1K	Rld Rld (in unbranded copy without card)	1.50
1L	2nd print	1.50
2	Rld Rld: Deadpool	1.75
3-4	Rld Rld Spider-Man, vs Juggernaut	1.50
5-6	Rld vs New Brotherhood	1.25
7	Rld vs New Brotherhood	1.00

X-MEN

MARVEL

1A	JLA OGI Storm, Blast	2.75
1B	JLA OGI Colossus	1.75
1C	JLA OGI Wolverine, Cyclops cover	2.25
1D	JLA OGI Magneto cover	2.00
1E	JLA OGI Phoenix	3.50
2	JLA OGI vs. Magneto	1.50
3	JLA JBY Magneto vs.	1.50
4	JLA JBY Omega Red	1.25
5	JLA JBY R. Longshot	1.25

X-MEN BOOKS

MARVEL

ANIMATION SPECIAL	
GN	TV Show Adaption

X-MEN AT THE STATE FAIR

MARVEL

1	Dallas Overway	35.90
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X-Men #1

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ASSARDIAN WARS

TPB	Alpha Flight	15.95
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DAYS OF FUTURE PRESENT

TPB		14.95
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FROM THE ASHES

TPB		14.95
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GOD LOVES, MAN KILLS

TPB		9.95
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PHOENIX SAGA

TPB		12.95
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PRYDE OF THE X-MEN

GN		10.95
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SAVAGE LAND

TPB		9.95
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MARVEL

1		3.25
2-4		3.00

X-MEN CLASSICS

MARVEL

1	Reprints	6.00
2	Reprints	4.75
3	Reprints	4.50
4-15	Reprints	2.25
16-25	Reprints	3.25
26-39	Reprints	2.00
40-59	Reprints	1.50
60-69	Reprints	1.25
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1	Reprints	4.25
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3	Reprints	3.75

X-MEN SPOTLIGHT: SPELLJAMMERS

MARVEL

1	Prof X	4.75
2	Prof X	4.50

X-MEN VS AVENGERS

MARVEL

1		4.50
2		4.00
3-4		3.50

X-MEN/ALPHA FLIGHT

MARVEL

1	August	4.50
2	August, vs Loki	4.00

X-O MANOWAR

VALLANT

1	Blue Jdn	2.00
2	Blue Jdn	1.95

X-TERMINATORS

MARVEL

1	1 Month	3.75
2	Interim	2.75
3-4	Interim	2.50

YOUNG ALL-STARS

DC COMICS

1		3.00
2-31		1.75
ANNUAL 1		3.00

ZATANNA SPECIAL

DC COMICS

1		2.25
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ZORRO

MARVEL

1		1.00
2-9		1.00

ZOT

ECLIPSE

1-36		3.50
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SHOW AND CONVENTION CALENDAR

ALABAMA

**NOV 23 AL, ANNISTON-
OXFORD, Cards & Comics**
Collector's Expo, Holiday
Inn, US Hwy 78 East. F:\$35
A:\$1 10am-5pm, Dana
Pinkard 404-235-2179

**NOV 24 AL, HUNTSVILLE,
Cards & Comics Collector's**
Expo, Marriott Inn, 5 Tran-
quility Base. T:20-6F:\$35
A:\$1 10am-5pm, Dana
Pinkard 404-234-8210

CALIFORNIA

**NOV 24 CA, GLENDALE,
Southern California Comic**
Book & Sports Card & Col-
lectibles Show, Civic Audi-
itorium, 1401 N Verdugo
Rd. T:65 F:\$40 A:\$2.50
10am-4pm, Dean Chen 818-
842-1861

**DEC 4 CA, WALNUT, Base-
ball/Cards/Comics, Frank**
& Son Warehouse, 19465
East Walnut Dr North. T:100
F:\$25 A:free 5pm-9:30pm,
Frank or Jim 714-594-7492

**DEC 7-8 CA, WALNUT,
Ronald McDonald House**
Charity Show, 19465 East
Walnut Dr North. T:100
A:\$3, kids \$2 10am-5pm,
Frank or Jim 714-594-7492

**DEC 11 CA, WALNUT,
Baseball/Cards/Comics,**

Frank & Son Warehouse,
19465 East Walnut Dr
North. T:100 F:\$25 A:free
5pm-9:30pm, Frank or Jim
714-594-7492

**DEC 14 CA, WALNUT,
Baseball Card/Pins/Comics,**
Frank & Son Ware-
house, 19465 East Walnut
Dr North. T:100 A:free
10am-5pm, Frank or Jim
714-594-7492

**DEC 17 CA, MARTINEZ,
1st Annual Christmas Holi-
day Comic Book &
Sportscard Faire, Old Fel-
lows Hall, corner Ferry &**

Green St. T:30-8F:\$35
A:\$1 5pm-10pm, Christopher
Alan 510-370-0283

**DEC 18 CA, WALNUT,
Baseball/Cards/Comics,**
Frank & Son Warehouse,
19465 East Walnut Dr North.
T:100 F:\$25 A:free 5pm-
9:30pm, Frank or Jim 714-
594-7492

**DEC 21 CA, WALNUT,
Baseball Card/Pins/Comics,**
Frank & Son Warehouse,
19465 East Walnut Dr North.
T:100 A:free 10am-5pm,
Frank or Jim 714-594-7492

**DEC 28 CA, WALNUT,
Baseball Card/Pins/Comics,**
Frank & Son Warehouse,
19465 East Walnut Dr North.
T:100 A:free 10am-5pm,
Frank or Jim 714-594-7492

COLORADO

**NOV 30-DEC 1 CO, AU-
RORA, Apollo Comics' 4th**
Year Comics and Cards
Show, National Guard Ar-
mory, 55 S. Potomac St. A:\$1
10am-4pm, Bill Riley 303-
366-1946

CONNECTICUT

**DEC 29 CT, EAST HART-
FORD, Connecticut Comic**
Convention, East Hartford
Elks Hall, 148 Roberts St
(exit 58 from I-84). F:\$35
A:\$99 11am-5pm, Hal
Kinney 203-289-1208

ILLINOIS

**NOV 22-24 IL,
ROSEMONT, Comic**
Supershow, Rosemont/Ohare
Exposition Center. T:300-8F
F:\$250 A:\$5, Midwest Shows
708-496-3113

**NOV 24 IL, SPRINGFIELD,
Comic & Card Show, Holiday**
Inn South, corner of St Jo-
seph & 6th St (off I-55). T:60
F:\$25 A:free 10am-4pm,

Michael Brown 217-877-
6601

DEC 1 IL, NAPERVILLE, AI
Comic Book Convention, Hol-
iday Inn Crowne Plaza
(Warrenville Rd near
Naperville Rd & Tollway I-88).
A:\$1 10am-3pm, Graham
Crackers Comics 708-355-
4310

**DEC 7 IL, NORTH CHI-
CAGO, Waukegan/Great**
Lakes Comics & Cards Show,
North Chicago Inn, 2315
Greenbay Rd. T:30 F:\$25
A:\$11 10am-3pm, Jim Libasi
708-336-9963

**DEC 14 IL, MATTESON,
Comic Book Con, Holiday Inn**
Matteson, I-57 & Rte 30. T:40
F:\$30 A:\$1 10am-4pm, Mid-
west Shows 708-496-3113

**DEC 15 IL, CHICAGO,
Comic Book Con, Ford City**
Holiday Inn, 7353 S Cicero
Ave. T:50F:\$35 A:\$1 10am-
4pm, Midwest Shows 708-
496-3113

**DEC 15 IL, ROSEMONT,
America's Largest One Day**
Comic & Card Show,
Rosemont Horizon Skyline
Room, 6920 N Mannheim Rd.
T:150 F:\$45 A:\$2 10am-
4pm, Midwest Shows 708-
496-3113

**DEC 21 IL,
BLOOMINGDALE, Comic**
Book Con, Indian Lakes Re-
sort, 250 W. Schick Rd. T:80
F:\$40 A:\$1 10am-4pm, Mid-
west Shows 708-496-3113

**DEC 22 IL, PALATINE,
Comic Book Con, Harper**
College, 1200 W Algonquin
Rd, Athletic Bldg. T:70+
F:\$35 A:\$1 10am-4pm, Mid-
west Shows 708-496-3113

**DEC 28 IL, ROSEMONT,
America's Largest One Day**
Comic & Card Show,
Rosemont Horizon Skyline
Room, 6920 N Mannheim Rd.
T:150 F:\$35 A:\$1 10am-
4pm, Midwest Shows 708-
496-3113

**DEC 29 IL, CHICAGO,
Comic Book & Card Show,**
Ford City Holiday Inn, 7353
S Cicero. T:50 F:\$35 A:\$1
10am-4pm, Midwest
Shows 708-496-3113

**DEC 29 IL, SPRING-
FIELD, Comic & Card**
Show, Holiday Inn South,
corner of St Joseph & 6th
St (off I-55). T:60 F:\$25
A:free 10am-4pm, Michael
Brown 217-877-6601

**JAN 12 IL, ROSEMONT,
Comic Book Con, Horizon**
Skyline Room, 6920
N Mannheim Rd. T:150
F:\$45 A:\$2 10am-4pm,
Midwest Shows 708-496-
3113

INDIANA

**NOV 24 IN, LAFAYETTE,
Comic Book Show, Howard**
Johnsons, State Rd 26
East. T:40 F:\$25 A:free
10am-4pm, Steve Hinckley
1-317-474-1640

**NOV 29 IN, HIGHLAND,
Monthly Card and Comic**
Show, Wicker Park Social
Center, Ridge Rd at India-
napolis Blvd. T:20 F:\$20
A:\$1 6pm-10pm, Marilyn
Hall 219-663-8561

**DEC 8 IN, CROWN
POINT, Crown Point's**
Monthly Card and Comic
Show, 700 Merrillville Rd (1
block East of Rax of Main
St). T:20F:\$25 A:\$1 10am-
4pm, Marilyn Hall 219-663-
8561

**DEC 27 IN, HIGHLAND,
Monthly Card and Comic**
Show, Wicker Park Social
Center, Ridge Rd at India-
napolis Blvd. T:20 F:\$20
A:\$1 6pm-10pm, Marilyn
Hall 219-663-8561

**DEC 29 IN, INDIANAPOLIS,
Indianapolis Animation**
and Comic Book Show, Hol-
iday Inn East, 6990 E. 21st
St. T:70 F:\$45 A:\$2

10:30am-4:30pm, Ash Comics 317-251-2339

MARYLAND

NOV 24 MD, BALTIMORE, Reality Comic Book Convention, Sheraton at BWI Airport. F:\$50 A:\$3 10am-4pm, Reality Conventions 301-791-8159

DEC 1 MD, SILVER SPRINGS, Reality Comic Book Convention, Armory Place, 925 Wayne Ave. F:\$50 A:\$3 10am-4pm, Reality Conventions 301-791-8159

DEC 29 MD, HAGERSTOWN, Reality Comic Book Convention, Venice Inn, 431 Dual Hwy (rt40). F:\$30 A:\$3 10am-4pm, Reality Conventions 301-791-8159

MASSACHUSETTS

NOV 21 MA, SEEKONK, Sports Card and Comic Book Show, Johnson & Wales Inn, Routes 114A & 44. T:40 F:\$30 A:\$1.50 6pm-11pm, Earl Davis 508-675-0400

NOV 23 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt6. T:50 F:\$40, 2@:\$75 A:\$1.50 9:30am-3:30pm, Chris Christopher 508-763-8570

NOV 30 MA, TAUNTON, Sports Card and Comic Book Show, Holiday Inn, 700 Myles Standish Blvd (exit 9 off 496 North or South). T:50 F:\$40, 2@:\$75 A:\$1.50 9:30am-3:30pm, Earl Davis 508-675-0400

DEC 5 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt6. T:50 F:\$35 A:\$1.50 6pm-10pm, Chris Christopher 508-763-8570

DEC 7-8 MA, BEDFORD, NorthEast Collectibles Extravaganza & Boston FanFair, Bayside Expo Center. T:600+ A:5, Show Promotion Inc 1-800-759-SHOW

DEC 12 MA, NEW BEDFORD, Sports Card and Comic Book Show, Days Inn, 500 Hathaway Rd (off rt140). T:50 F:\$35 A:\$1.50 6pm-10pm, Earl Davis 508-675-0400

DEC 22 MA, NEW BEDFORD, Sports Card and Comic Book Show, Days Inn, 500 Hathaway Rd (off rt140). T:50 F:\$40, 2@:\$75 A:\$1.50 9:30am-3:30pm, Earl Davis 508-675-0400

DEC 26 MA, SWANSEA, Sports Card and Comic Book Show, Venus De Milo, 75 Gar Hwy, Rt 6. T:40 F:\$30 A:\$1.50 6pm-10pm, Earl Davis 508-675-0400

DEC 28 MA, TAUNTON, Sports Card and Comic Book Show, Holiday Inn, 700 Myles Standish Blvd. T:50 F:\$40, 2@:\$75 A:\$1.50 9:30am-3:30pm, Earl Davis 508-675-0400

DEC 29 MA, WESTPORT, Sports Card and Comic Book Show, Whites, Rt 6. T:50 F:\$40, 2@:\$75 A:\$1.50 9:30am-3:30pm, Chris Christopher 508-763-8570

MICHIGAN

NOV 23 MI, WESTLAND, Collector's Caravan, Wayne-Ford Civic Bldg, 1661 N Wayne Rd. T:75 F:\$30 A:\$2 10am-5pm, David Lillard 313-355-2003

DEC 21 MI, TROY, Collector's Caravan, Holiday Inn, 2537 Rochester Ct. T:35 F:\$30 A:\$1.50 10am-4pm, David Lillard 313-355-2003

DEC 22 MI, CLAWSON, Comic Book and Baseball Card Show, Knights of Co-

lumbus Hall, 870 N Main. T:40 F:\$20A:\$1 10am-4pm, Chris Galvan or John Green 313-262-6881 or 313-293-0340

MISSOURI

DEC 1 MO, ST. LOUIS, St. Louis Comic Book Show, Kelping House, 4035 Kaskask (1 block S. of Gravois, just off Meramec). A:\$1, kids\$.50 11am-3:30pm 314-772-1548

NEW JERSEY

NOV 29-DEC 1 NJ, EDISON, New Jersey Collectibles Extravaganza & FanFair, Rantan Center. T:350 A:\$5, Show Promotion Inc 1-800-759-SHOW

NOV 29-DEC 1 NJ, SECAUCUS, Metropolitan Sports Fan Festival & Sports Collectors Show, Meadowlands Convention Center. T:8ft F:\$195 Fn3pm-9pm Sat9am-6pm Sun9am-5pm, Billy Callahan 908-937-5790

DEC 1 NJ, TINTON FALLS, Monmouth County Comics Convention, Holiday Inn, Garden State Parkway ex105. T:30F:\$40A:\$1.50 9:30am-4:30pm, Ruth Campbell 908-269-9486

DEC 1 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co#1 Firehouse, Parish Dr. 9am-3pm, Phil De Mario 201-434-1512 days 201-696-6217 eves

DEC 15 NJ, TOMS RIVER, Ocean County Comics & Cards & Toy Show, Nights of Columbus post 4969, Temnyson & Whittier Aves. T:30 F:\$40 A:\$1.50 10am-4:30pm, Ruth Campbell 908-269-9486

DEC 15 NJ, SOMERSET, World of Cards & Comics Convention, Holiday Inn, 195

Davidson Ave. T:65-6ft F:\$39 A:\$1.50 10am-4pm, Tony T/J Gmmando 908-968-3866

DEC 19 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co#1 Firehouse, Parish Dr. 5pm-10pm, Phil De Mario 201-434-1512 days 201-696-6217 eves

DEC 29 NJ, BORDERTOWN, Showplace for Collectors, Holiday Inn, Route 206 N.J. T:30 F:\$35 A:\$2 10am-5pm, Ruth Campbell 908-269-9486

JAN 5 NJ, WAYNE, Wayne Nostalgia & Collectibles Show, Co#1 Firehouse, Parish Dr. 9am-3pm, Phil De Mario 201-434-1512 days 201-696-6217 eves

NEW YORK

NOV 22 NY, MIDDLETOWN, Baseball Cards and Comics, Middletown Howard Johnson's, 551 Rt 211 East. A:free 6pm-10pm, F&M Baseball Cards 914-344-2055

NOV 24 NY, FARMINGDALE, Farmingdale Comic Book & Baseball Card & Toy Show, Masonic Temple, 197 Hempstead Tpk (rt24) between rt135 & rt110. T:35 A:\$free 10am-4pm, Ray or Pat 516-669-4332

NOV 24 NY, DZDNE PARK, Baseball Cards & Comic Books & Auction, A. Gordon Webster American Legion Hall, 107-10 Rockaway Blvd. T:35+8ft F:\$35 A:\$1 10am-4pm, Joseph Caruana 718-845-7240

DEC 8 NY, BAYSIDE, New Comic and Card Show, Jewish Center of Bayside Hills, 212th St. and 48th Ave.

SHOW AND CONVENTION CALENDAR

A:\$1 9am-5pm, Bruce Schneider 718-969-7640 or Hal Graber 718-591-3675

DEC 8 NY, LONG ISLAND, LI Comic Book & Collector's Market Convention, Holiday Inn Rockville Center, 173 Sunrise Hwy. A:free 10am-5pm, Cosmic Comics & Books of Oceanside 516-763-1133

DEC 13 NY, MIDDLETOWN, Baseball Cards and Comics, Middletown Howard Johnson's, 551 Rt211 East. A:free 6pm-10pm, F&M Baseball Cards 914-344-2055

DEC 15 NY, RIVERDALE, Baseball Card and Comic Book Show, Riverdale YMHA, 5625 Arlington Ave. T:30-8ft F: \$5 5, 2 @ \$1 0 0 A:\$2,\$1(members) 10am-6pm, On The Ball 914-794-2299

DEC 22 NY, FARMINGDALE, Farmingdale Comic Book & Baseball Card & Toy Show, Masonic Temple, 197 Hempstead Tpk (rt24) between rt135 & rt110, T:35 A:\$free 10am-4pm, Ray or Pat 516-669-4332

DEC 22 NY, OZONE PARK, Baseball Cards & Comic Books & Auction, A. Gordon Webster American Legion Hall, 107-10 Rockaway Blvd. T:35+8ft F:\$35 A:\$1 10am-4pm, Joseph Caruana 718-845-7240

DEC 27 NY, MIDDLETOWN, Baseball Cards and Comics, Middletown Howard Johnson's, 551 Rt211 East. A:free 6pm-10pm, F&M Baseball Cards 914-344-2055

NORTH DAKOTA

DEC 1 ND, BISMARCK, Baseball Card and Comic Book Show IV, Doublewood Inn, 1400 E Interchange. T:25 F:\$35 A:\$1 9am-4:30pm, Kevin Bergson 701-235-2562

OHIO

DEC 1 OH, CLEVELAND, Comic Book-Baseball Card-Movie Nostalgia Show, Day's Hotel, 4600 Northfield Rd. T:8ft F:\$60 11am-5pm, Joe Tricanchi 216-932-8596

PENNSYLVANIA

DEC 15 PA, LANCASTER, SlugFest 3 Comic Convention, Utilitz Pike (ex 501S off rt30). 10am-4pm, Dan 717-426-4557

RHODE ISLAND

DEC 8 RI, PROVIDENCE, JAS Promotions ComicBooks Show, Days Hotel, 220 India St (ex3 off 195). T:28 F:\$2BA\$1, Jonathan Scungo 401-732-5122

TENNESSEE

NOV 30 TN, CHATTANOOGA, Cards & Comics Collector's Expo, Royal Inn, I-24 & 4th Ave Exit, 2000 E 23rd St. F:\$35 A:\$1 10am-5pm, Dana Pinkard 404-235-2179

NOV 30-DEC 1 TN, NASHVILLE, 1991 Christmas Blow-Out Card & Comic Show, Quality Inn, Briley Pkwy. T:70 F:\$65,20\$115,30\$150,40\$180 A:\$1 9am-5pm, Steve Dillard 615-952-4168

DEC 1 TN, NASHVILLE, Cards & Comics Collector's

Expo, Ramada Inn-Opryland, 2401 Music Valley Dr. T:20-6ft F:\$30 A:\$1 10am-5pm, Dana Pinkard 404-234-8210

DEC 7 TN, KNOXVILLE, Cards & Comics Collector's Expo, Ramada Inn-Airport, Alcoa Hwy 129. F:\$35 A:\$1 10am-5pm, Dana Pinkard 404-235-2179

TEXAS

DEC 7-8 TX, HOUSTON, Collectorfest 91, George R Brown Convention Center. T:500 F:\$45 A:\$4.50 Sat 9am-6pm Sun 10am-5pm, Mark Allen 713-485-8239

VIRGINIA

NOV 23 VA, ARLINGTON, Reality Comic Book Convention, Howard Johnson's, 2650 Jefferson Davis Hwy. F:\$50 A:\$3 10am-4pm, Reality Conventions 301-791-8159

DECEMBER 15 VA, NORFOLK, Reality Comic Book Convention, Quality Inn Lake Wright, 6280 Northampton Blvd. F:\$50 A:\$3 10am-

MEET THE WIZARD!

Great Eastern Conventions

January 11th & 12th at the Ramada Hotel in New York City (across from Madison Square Garden).

Our SPECIAL guest will be:

SAM KIETH

signing copies of his cover on Wizard: The Guide To Comics #6.

SEE AD ON PAGE 61

The Mighty Mutant Tour

January 18th & 19th at the Town & Country Hotel in San Diego, CA.

Guests include:

JIM LEE
WHILCE PORTACIO
SCOTT WILLIAMS



SEE AD ON FRONT OF POSTER

Dear Wizard:

I have a few questions which I would like answered. They are: 1) Now that McFarlane has left "Spider-Man," does that mean his "Amazing Spider-Man," "Batman" and other comics which he did will increase in value? 2) Is it worth it to get X-Force cards and McFarlane cards? 3) Why is it that your prices in the price guide differ from that of my comic shop? 4) Why doesn't Wizard include D.C. in its large reviews? 5) Which issues in Batman did McFarlane do? 6) In the price guide of your magazine, it says X-Force #1 with the Cable card and a black UPC symbol is worth less than the white symbol. What does that mean? *Vijay Ramanathan*
Staten Island, NY

Okay Vijay, here's some answers for you: 1) Unfortunately for Todd McFarlane buffs, the old Amazing Spider-Mans done by McFarlane have for a long time been stagnant in price, and as this month's price guide shows, have slightly decreased in value due to lack of interest. As for his works on Batman, they remain untouched. 2) Non-sports cards, as complete sets, go up in value perhaps a few dollars a year. The X-Force and McFarlane cards will probably show the same results. 3) The prices listed in our guide are

just that: a guide for collectors and retailers to follow that reflects the value of the comics across the country. The prices in WIZARD are thoroughly researched and accurate, but no price guide is a bible. 4) We do! Any and all important books released each month are featured in our Picks From the Wizard's Hat. 5) Todd McFarlane supplied artwork for Detective Comics 576-578, and Batman 423. 6) In the UPC boxes in the lower left corner, X-Force #1 had been printed with a black symbol and a white symbol for each trading card. The white symbol UPC book is slightly higher in value because it is slightly rarer.

Dear Wizards,

Thanks a lot for coming up with such a superb piece of work. You all did a great job and I congratulate you.

After I found out, through Previews #32 that Wizard #3 will have an interview with Bisley, I just had to write and say thanks. Simon Bisley is totally the best artist there is. Thanks again for reviewing him. His art is classical, especially those done in *Slaine: The Horned God*. *Lobo* is superbly drawn too. It's got this weird appealing style.

Could you try and ask him for some advice on how to draw like him? Just the penciling part will do, as painting like that is too much of

a burden. Thanks.

And, Linda Perillo, you're a stunner, period.
Bernie Lee
Selangor, Malaysia

Bernie, we only wish that more of Simon Bisley's work was done in the United States. Besides his work on *Lobo*, *Doom Patrol*, *Batman/Judge Dredd*, *Slaine*, *ABC Warriors*, and the ongoing *Terminator: Enemy Within* covers, Bisley has done his work for mags in the United Kingdom. Bisley talked a lot about his artwork and how he gets it on the paper in that interview two issues ago. We hope you liked it. Oh, by the way, Linda says thanks.

Dear Wizard,

I'd like to comment on the interview with John Byrne. Let me tell you something Mr. Byrne. The reason I collect all X-Books is because I like seeing the teams like a family, not some machine in war. One of the reasons I started collecting X-Men was how good the team members get along together. So if you murder any of the X-Men, or any other team's member, it's like killing a real person. When Warlock died I almost cried. Uncanny X-Mens #281 and 282 were bad enough, but I hope nothing like that ever happens again!!



Now, if you'll answer these questions: 1) Are Storm and Bishop going to have a relationship? 2) Is Gambit going to have any relationships? 3) Cable, Stryfe, and Magneto are brothers, right? Please put this in your letters column, and make Chris Claremont stay with the X-Books.
 Michael Tanner
 Raleigh, NC

You may have a point there Mike. Chris Claremont and John Byrne made the X-Men famous all those years ago by depicting them as a family, with real relationships and personal problems. Nowadays, Marvel seems to be turning its titles into paramilitary teams, like X-Force, Incredible Hulk, and the X-Men. Oh well, if John Byrne can sell hundreds of thousands of X-Book issues a month he must be doing something right. As for your questions: 1) Only time will tell. John Byrne isn't saying what he's got in store for these two. 2) Gambit is going to have some big things happen to him in the future, so stay tuned. 3) Uh, probably not, but anything is possible in Marvel.

Dear Wizard,

I have recently purchased no. 2 and I am looking forward to no. 3. However, I have missed out on getting Wizard no.

1 (Spider-Man cover) and I am very anxious to read it. If possible, please tell me how I could get no. 1 directly from you, and if not, please tell me where else I could get it. Thank you.

Anthony Fo
 Honolulu, HI

Anthony, of course we offer back issues. You can find the order form in this mag for issue #1 with the San Diego Comic Con cover, or the regular issue, and every issue since our premier five months ago. Each issue is bagged and back-boarded.

Hi Wizard Press!

My name is Jeff Costanzo, I am 11 years old and I love comics. I recently purchased Darkhawk #1, and got a great deal. You probably don't need to know any of this but read it anyway. I am a Type 1 Juvenile Diabetic (insulin dependent). I have been for 3 years. I am in 6th grade at Our Lady of Peace School. I have both full sets of Marvel cards and I sell my doubles. I have Sleepwalker issues #1-6 and really enjoy them. I just counted the amount of money my comics are worth and I have a surprising amount of \$109! I only have 30 comics. I've been collecting them for 3 months. Not much experience, but I know plenty about Marvel! Well, my mom's calling me!

Jeff Costanzo
 Clarks Summit, PA

It's great to hear that you've just started collecting comics, Jeff. Isn't it a great feeling to look into the price guide and see how much your collection is worth? The problem is, new collectors love their comics so much that they'd never sell them. If you like Sleepwalker, you might also go for Marvel's other hot new titles like Guardians of the Galaxy and the New Warriors. Check out our articles on Collecting Comics in the 90s, and the Market Watch for advice on being a comic book collector, and information on what's going on in the future. Hope you like our mag, and the next time your mom calls you, tell her you're reading WIZARD!

We've been getting some great suggestions for the letters page (can't reveal any yet, just wait!) so keep the letters coming! Just send them to WIZARD, Submissions Dept., PO Box 648, Nanuet NY 10954-0648. If you haven't seen the ads for our next issue yet, get ready for the most awesome Sam Kieth cover you've ever seen!

Put your responses to
 the attention of our
 Submissions Dept.
 PO Box 648

Nanuet, NY 10954-0648

That's all the room we have for this issue. If you have any suggestions for a name for the letters page, let's hear it. See you next issue!



WIZARD

"RAARGH!"
"RAARGH!"

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WITH THE
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